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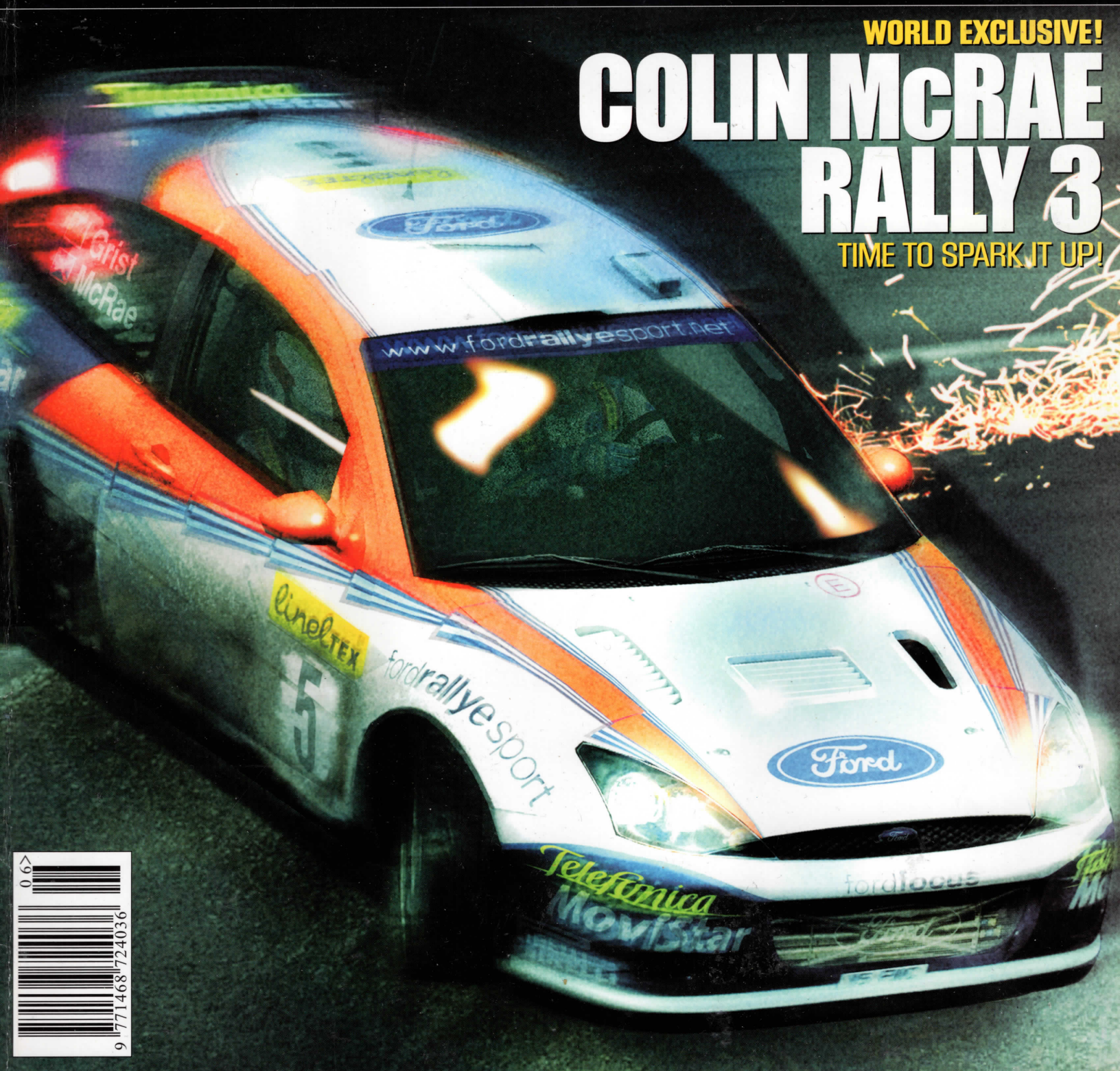
WORLD EXCLUSIVE!

COLIN McRAE RALLY 3

TIME TO SPARK IT UP!



THE LIST

PLAYSTATION 3, 6 AND 7! / MORE TOMB RAIDER / **PRISONER OF WAR**
STAR WARS BOUNTY HUNTER / **WHAT WENT WRONG WITH GAMES?**
MAT HOFFMAN'S PRO BMX 2 / **ONIMUSHA 2** / TEKKEN 4 REVIEWED
EXCLUSIVE ROBOCOP / FINAL FANTASY X REVIEWED! / **DEUS EX SOLUTION**
MORE (GULP!) BRITNEY / **AND OH SO MUCH MORE...**

WORLD FIRST REVIEW

RESIDENT EVIL THE MOVIE!

COULD THIS BE THE BEST GAME FLICK EVER?

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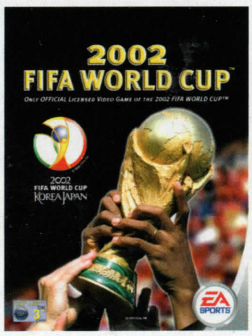

2002 FIFA WORLD CUP KOREA JAPAN

EA SPORTS

it's in the game

To Behead
Or Not To Behead
That Is The Question
- Kain

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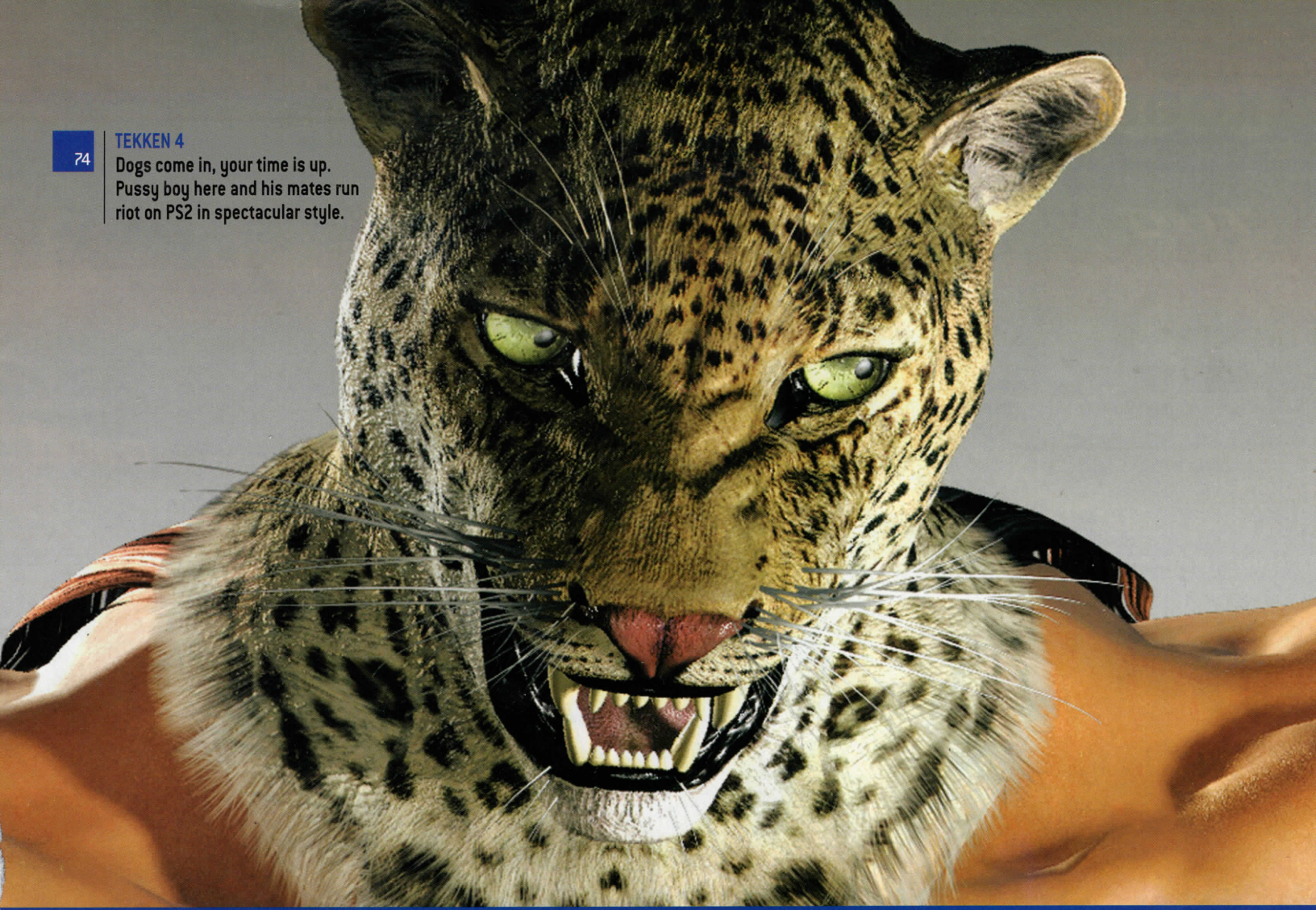

74 **TEKKEN 4**
Dogs come in, your time is up. Pussy boy here and his mates run riot on PS2 in spectacular style.

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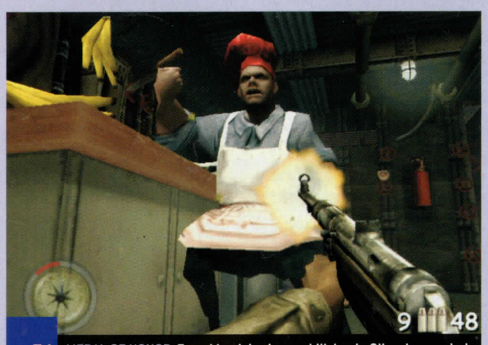
42 F1 2002 Dull TV event, exciting video game. Just like tennis.



54 MEDAL OF HONOR Travel back in time to kill Jamie Oliver's grandad.

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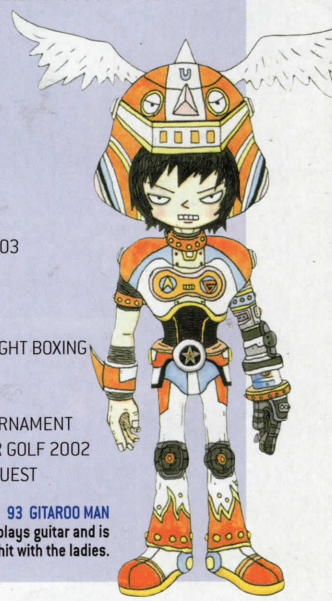

93 GITAROO MAN
Don't laugh, he plays guitar and is therefore a massive hit with the ladies.

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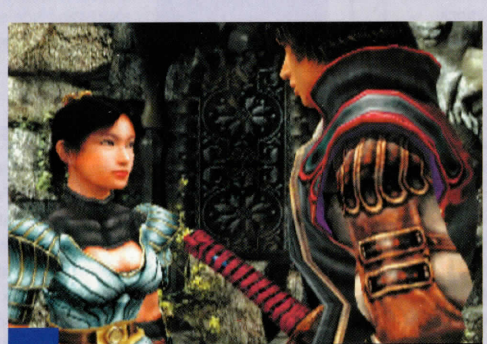
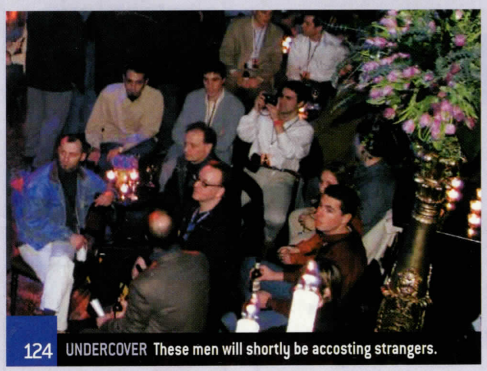
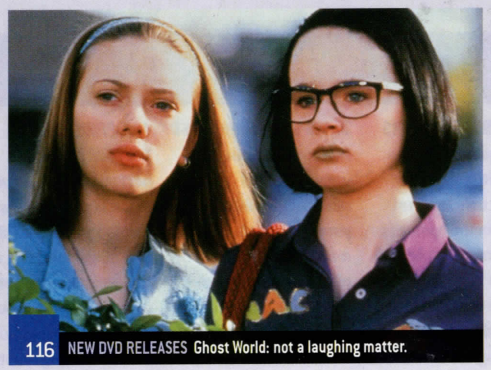
126 DISTRACTIONS Win your nextdoor neighbours' worst nightmare.



65 ONIMUSHA 2 "Um, will you go out with me? Say no and I'll stab you."



124 UNDERCOVER These men will shortly be accosting strangers.



116 NEW DVD RELEASES Ghost World: not a laughing matter.

PSW WELCOME

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VODKA TONICS, CRAP GAMES, SICK PANTS BOY AND LOVELY, LOVELY WAR

THINGS THAT HAVE HAPPENED THIS MONTH...

1) Went to see a preview screening of *Resident Evil*, the movie, and found it strangely difficult to dislike (see full review on page 20).
2) Bought a T-shirt with an eagle on it from an aggressively fashionable and expensive boutique in London's Soho (see a bit of it on page 124).
3) Wore said to Sony's '2 Million UK PS2s Sold' par-day. Got startlingly drunk (again, page 124).
4) Realised that word-of-mouth had given away the identity of *PSW*'s regular tavern, as our pre-par-day drinks, at Alphabet Bar (again in London's Soho) were attended by half the games industry.
5) Made mental note to find new bar.
6) Williams called in sick, nobody believed him. But he did have to conduct a telephone interview with Colin McRae's co-driver Nicky Grist from his bed, in his pants (See page 32).
7) We decided to do a feature on games that promised the Earth and then turned out shamefully piss. Our design team decided to put the heading upside-down to imply error in an arty way. Um... clever (see page 60).
8) Went to a *Tomb Raider* launch party. Nutter got so pissed he knocked a huge polystyrene pillar into the middle of the dancefloor and fell on top of it.
9) Beat *Burnout* with the easy Mini after being off work with a cold. Did two of the face-offs.
10) The Queen Mum died – business as usual.
11) *Medal of Honor Frontline* came in – work stopped, grown men cried, we all queued up for a go. We agreed it's perhaps the most impressive looking game we've yet seen on PS2.
12) Someone pointed out that it was time for two minutes silence for the Queen Mum, but he couldn't be heard above the sound of gunfire, tank shells and hungover *PSW* journos lost in war. 'Til next month...

/ STEPHEN PIERCE EDITOR

MEET THE TEAM

JOIN OUR FUTURISTIC PERFORMANCE ART COLLECTIVE

/ LEE NUTTER DEPUTY EDITOR

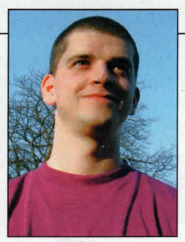
Way back in issue #19 we poked fun at Lee's stupid £4 sunglasses. Ten months later and he's bought a new, equally stupid pair that cost £5 – a serious investment for the thrifty man. Someone should tell him that people with small faces shouldn't wear big glasses. Note: Lee is NOT wearing these ironically. Please mock him – he needs taking down a peg or two.

/ GARY CUTLACK FEATURES EDITOR

"I've got one at home," piped up Cutlack, after hearing someone suggesting how stupidly hard it would be to get hold of a samurai sword for a photoshoot. "It's blunt, but sharp at the end so you could still... you know... do some damage with it," he added, running a finger along the blade and gazing blankly into space. "The screams! How they would scream!"

/ STEVEN WILLIAMS STAFF WRITER

Car expert Mr Williams was one of the first people in the world to play *Colin McRae 3*, this month's universal news exclusive. Doesn't it get boring being stuck with all the driving games every month, we question? "Vroom!" he said. "Beep beep!" he later added, before saying "Neee-ow!" while walking off to buy some lunch.



/ MIKEY FOLEY STAFF WRITER

A strange, measle-like rash has been breaking out over Mr Foley this month, as some form of bizarre allergy has seen him swelling and going blotchy every morning. It's the second case of obscure swelling Mikey has had in the space of sixth months. He now has an office all of his own in the stationery cupboard, or M-Wing as we now know it.

// THE 5 COMMANDMENTS

PSW IS THE WORLD'S FOREMOST AUTHORITY ON PS2. PERIOD. BUT HOW DO WE ACHIEVE THIS LEVEL OF EXCELLENCE MONTH IN, MONTH OUT? WHY, BY ADHERING TO THESE FIVE COMMANDMENTS.

1// HONEST REVIEWS
We think £40 is a lot of money for a silver spinning disc. We think a game should offer £40 worth of entertainment. If we tell you a game is worth splashing £40 on, it's because it is. It's that simple. End of story.

2// THE BEST WRITERS
Expert gamers, master wordsmiths, *PSW* is home to only the best there is in the business. Expect informed, honest opinions that never stray from the truth, all the facts and the obligatory sprinkling of mirth.

3// WE GET STUFF FIRST
Due to our unique and unprecedented relationship with the people that actually make the games you play, *PSW* is committed to banging out exclusive, unseen material month in, month out.

4// A FREE PS2 DVD
The *PSW* DVD comes packed with exclusives of the biggest games and footage of massive DVD movie releases, as well as unique one-offs. It's free only with your favourite PS2 magazine, each and every month.

5// THE FINEST PICTURES
PSW's massive technological resources bring you crystal clear shots of the games that matter. You won't see fuzzy rubbish in this magazine – we leave that to our competitors.

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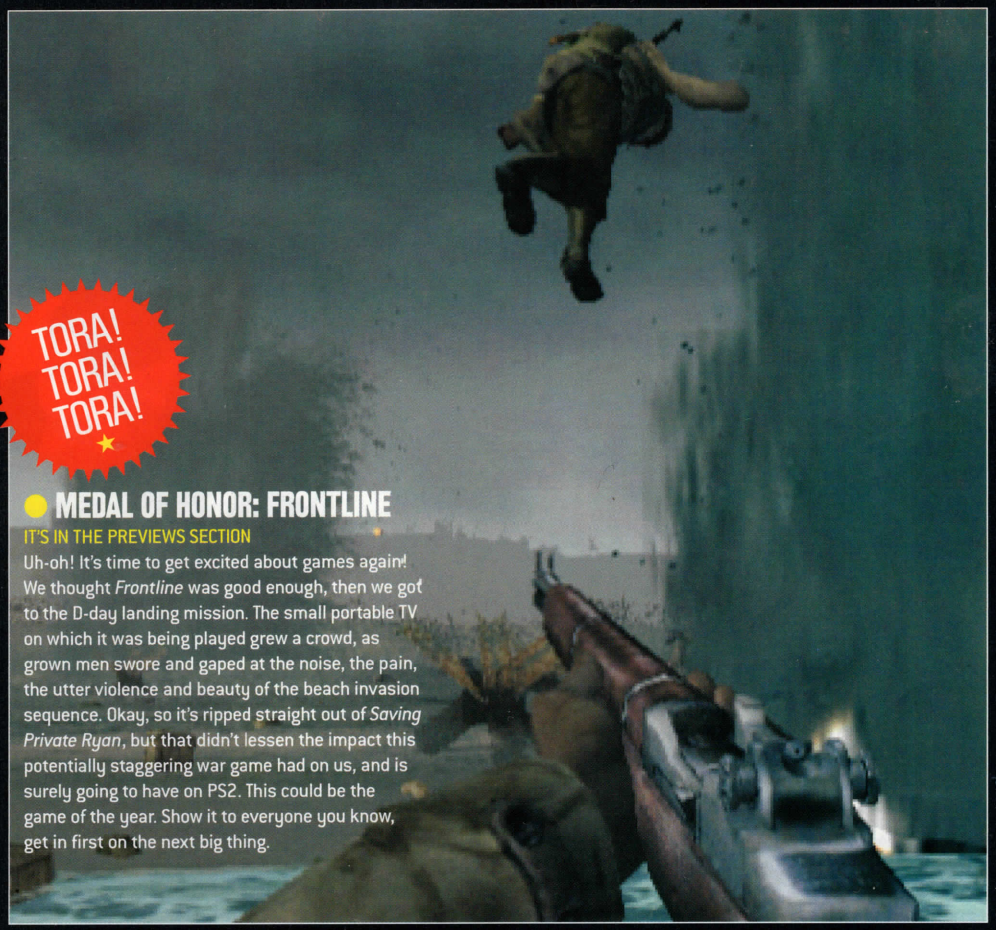
ON THE DVD

WELCOME

HELLO SAILORS! I'm a digitally versatile kind of guy, the type of bloke who is equally at home discussing data transfer bit rates as I am world politics and current affairs. I keep abreast of things so that *you* keep abreast of things. Hey, it's my job, Ma'am! Because here at *PSW* we need to just *kind of know things*, like, for example, how we *just kind of know* that you're going to be absolutely blown away by this month's amazing *Medal of Honor* footage. We were, and you're going to be too. We just kind of know.

Elsewhere it's nice to see that my favourite film ever, *Robocop*, is coming to PS2 and looking quite good as well. Being part robot myself after losing my torso in a childhood boating accident, I can't wait to see again how Murphy's inner pain at being an outcast compares with my own cyborg hell. My tears rust my chest. It's agony.

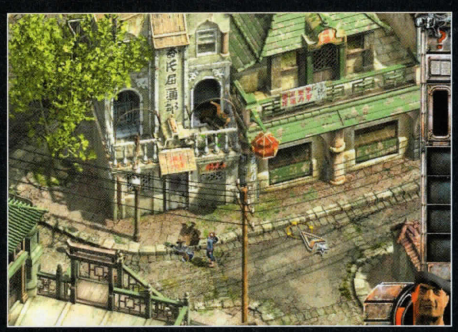
/ GRAHAM SMITH DISC EDITOR



MEDAL OF HONOR: FRONTLINE

IT'S IN THE PREVIEWS SECTION

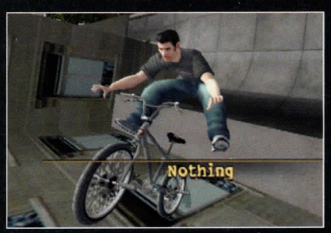
Uh-oh! It's time to get excited about games again! We thought *Frontline* was good enough, then we got to the D-day landing mission. The small portable TV on which it was being played grew a crowd, as grown men swore and gaped at the noise, the pain, the utter violence and beauty of the beach invasion sequence. Okay, so it's ripped straight out of *Saving Private Ryan*, but that didn't lessen the impact this potentially staggering war game had on us, and is surely going to have on PS2. This could be the game of the year. Show it to everyone you know, get in first on the next big thing.



COMMANDOS 2: MEN OF COURAGE

IT'S IN THE PREVIEWS SECTION

They've been working on this for *ages*. We first saw it on some Spanish press junket over a year ago, and we've been squirming uncomfortably with clammy desire ever since, as we wait to get a proper go. Why? 'Cos it's a proper hard game for grown ups. We're grown ups, we drink coffee and sometimes stay up late watching Channel 5, we need games like this. It's hard, very hard, with you dumped naked and alone in enemy territory and left to figure out what's what. In terms of PS2 gaming it's unique – you think *Metal Gear Solid 2* required stealth? Nope, that was as stealthy as a burning bull in a fireworks factory compared to this. In *Commandos 2* you need to peek ahead, otherwise you jump in and get killed. It's a harsh, nasty, devious war game that really requires use of a brain. Stealing uniforms, commanding troops, climbing up walls, staying out of the range of enemy soldiers – it's a multi-tasking war simulation that taxes mind as well as thumb. Oh, and as you can see from the DVD, it even *looks* great.



MAT HOFFMAN'S PRO BMX 2

IT'S IN THE PREVIEWS SECTION

A man, a piece of leisure equipment, a few American rock tunes and a variety of urban environments to fall over in – extreme sports game of the month is *Mat Hoffman's Pro BMX 2*. Swapping four really small wheels for two quite small ones, this '*Tony Hawk* On A Bike' game is extremely reminiscent of Mr Hawk 3. And even if it's only half as good it'll still be twice worth getting than a lot of stuff.

ROBOCOP

IT'S IN THE PREVIEWS SECTION

Is the future of law enforcement also the future of PlayStation2 shoot-games? You'd have to ask Mystic Meg, and even she'd only be guessing like she does every Wednesday when she says to buy a lottery ticket. Why not form an opinion yourself by watching the exclusive game footage on the DVD? That's what it's there for, you know, to both educate and excite – just like Carol Vorderman in a short skirt and tight little top.

MOVIE ROUND UP

Mmmm! *Buffy* on DVD! It's from Season 4, back when they looked like the teenagers they're supposed to be, as opposed to now where they really do look like 30-year-old actors trying to play 21-year-olds. The guy who plays Xander is over 30, you know. Crikey. Also on here is *Spider-Man* – we are looking forward to this a lot. Join us!

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NEWS: Master Rallye, Army Men: Real Time Strategy, David Beckham Soccer, Star Wars Bounty Hunter, Premier Manager **PREVIEWS:** Robocop, Onimusha 2, F1 2002, Medal of Honor: Frontline, V-Rally 3, Mat Hoffman's Pro BMX 2, Commandos 2: Men of Courage **REVIEWS:** 2002 FIFA World Cup, Downforce, ISS 2, Mad Maestro, Mr Moskeeto, Frequency, Tetris Worlds, Final Fantasy X, Pro Tennis WTA Tour, Gitaroo Man, Pro Rally 2002, Shadow Hearts, Smash Court Pro Tournament, Frogger: The Great Quest, All-Star Baseball 2003, Tiger Woods PGA Tour 2002 **BONUS MATERIALS:** Goal Of The Month, Prisoner of War, FIFA DVD extras, Turok Evolution, **IMPORTS:** Kindom Hearts, Alpine Racer 3, Tekken 4 **MOVIES:** Buffy the Vampire Slayer: the trailer for the back-from-the-dead babe's fourth season on DVD – see how young they all look! Also Hart's War, Road Kill, and another utterly essential Spider-Man movie trailer.

GLOBAL

IT'S HER TIME OF THE YEAR AGAIN. THE NEW HUMAN FORM OF LARA.

GLOBAL this month...

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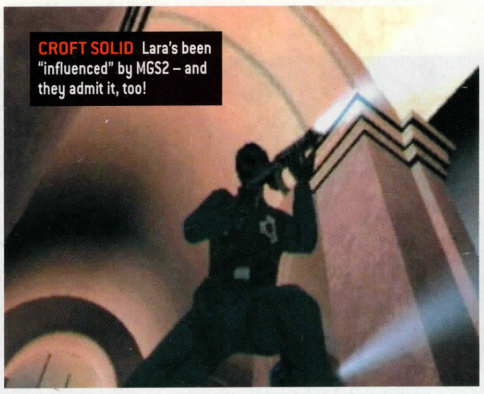
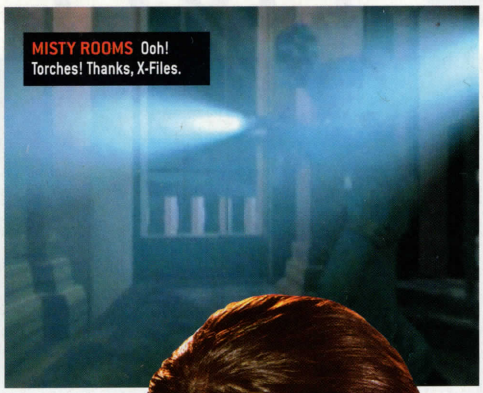
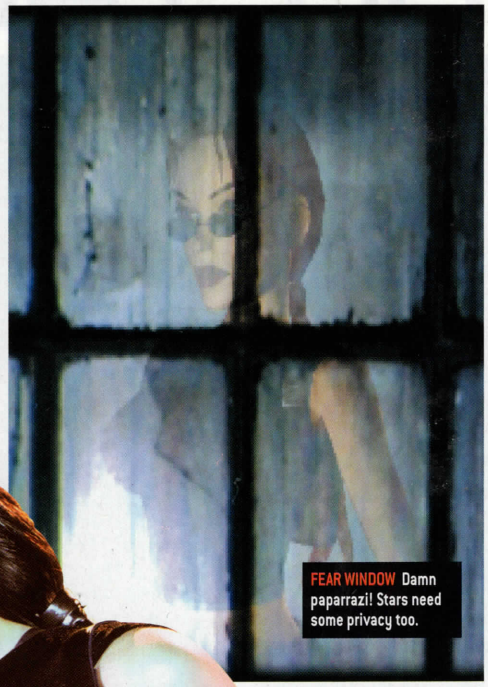


CROFT SOLID Lara's been "influenced" by MGS2 – and they admit it, too!



MISTY ROOMS Ooh! Torches! Thanks, X-Files.



FEAR WINDOW Damn paparrazi! Stars need some privacy too.

THE GIRLIE SHOWN

SHE'S DIFFERENT. MAYBE ONLY AT A SUB-ATOMIC LEVEL, BUT SHE IS DIFFERENT THAN THE OTHERS. IT'S JILL DE JONG, THE ALL-NEW, ALL-HUMAN **LARA CROFT**.

■ LC MARK IV GHIA

IT'S LIKE REDESIGNING A CAR. THE NEW model may look slightly different and curve and bulge in a few new places, but the overall look is strikingly similar to the previous incarnations. And so appears the new Lara Croft – tall woman, long hair, sizeable tits, muscular legs. We could play spot the differences with previous real life Laras, but we rather doubt there are any.

Her name – as if it really matters – is Jill de Jong, and she's easily the best thing to come out of Holland since Dennis Bergkamp and is almost twice as sexy.

She wears a black top, that's because *Angel of Darkness* is a dark game. Do you see what they've done there? Who says British developers don't have any clever ideas of their own?

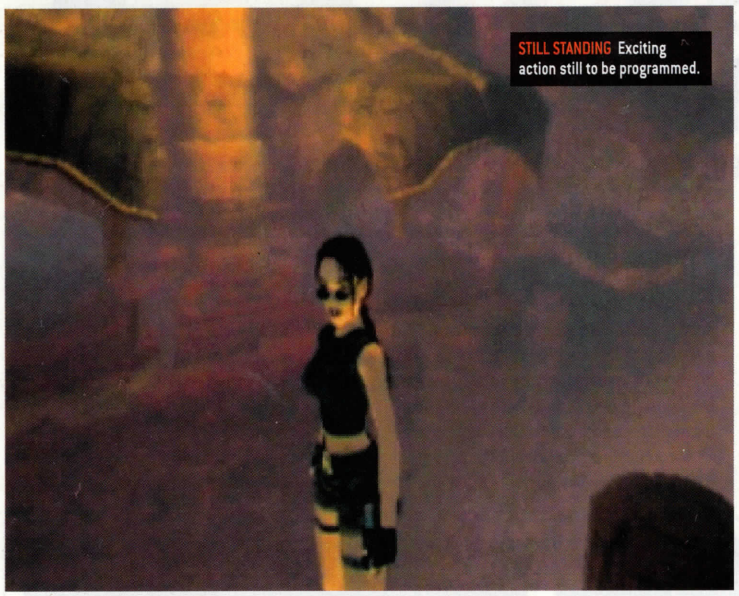
The game will be out on November 15, exclusively on PS2. Well, it'll also be on PC, but that doesn't count. If you want to play the new *Tomb Raider* on a console you'll be needing a PS2. If you want to go out with a woman like Jill here, you need to be a popstar, a footballer, a Formula One driver or Dane Bowers.

PSW SAYS SEE PAGE 22

WET ENOUGH? Black top sadly won't go all see-through.

BIG GIRL, IN SHAPE Ten pounds says they're not real. They *can't* be real. Just look at the size of them. Perhaps there's some sort of padding? They're too rounded to be real, surely?

BEDTIME GORY Tomb Raider: now with scary cripple-monsters.



STILL STANDING Exciting action still to be programmed.

SUNGLASSES AT NIGHT It's already dark. Why the shades?

DEAD OR ALIVE? An eyeless fang-monster, yesterday.

THE PENULTIMATE REVELATIONS

LARA MAN TALKS OF EXCLUSIVES AND TWISTY GAME DESIGN

SO, A PS2 EXCLUSIVE THEN. GOOD FOR YOU and us, bad for all other game consoles trying to catch PS2. But does it make financial sense to Lara's money men? "Sony and Core grew each other's brands in the early days," said Jeremy Smith from Croft creator, Core Design. "We just feel that what we want out of the franchise we can [do] better with Sony".

Smith's also keen to mention the multiple-route option that *Angel of Darkness* offers. "When you're in an environment there could be two ways to solve a puzzle. One could be climbing through a window. If you're a *Tomb Raider* die-hard you'll probably know to try that. If you're new to it you'll probably go up through the building," says Jeremy in an effort to explain what's going to be so good about new Lara. It'll also scavenge from elsewhere – "We looked at *Metal Gear* and *Resident Evil* and said, 'Those two games are great games, what can we take out of that?'" Ooh, how shameless! Nice honesty.

PSW GOES PHONE-TASTIC

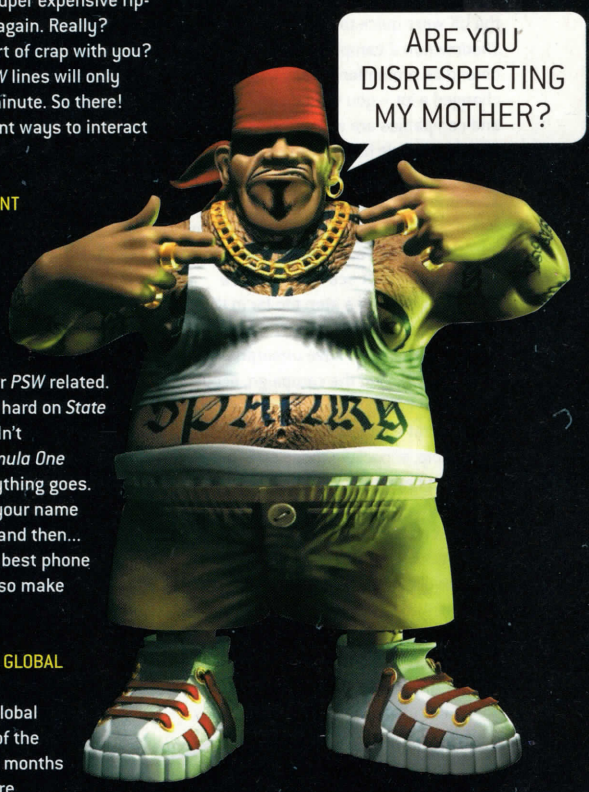
A BRAND NEW SERVICE MEANS YOU (YES, YOU!) WILL BE ABLE TO HAVE A HUGE SAY IN WHAT GOES IN, ON AND AROUND PSW EACH MONTH.

WE'RE SO GOOD TO YOU

WE LOVE YOU. PERHAPS EVEN MORE than a magazine full of men should love an anonymous person reading some words. Yet we can't help ourselves. So to express this deep and possibly illegal amour we offer a brand new opportunity to be part of the UK's biggest selling independent PS2 magazine. Via the medium of phone you may shape *PSW*, to make us include more of the stuff you really want to see – both in the magazine and on the DVD. But before you think 'oh yeah, super expensive rip-off phone line' think again. Really? Would we try that sort of crap with you? To use any of the *PSW* lines will only cost a tiny 6.75p a minute. So there! There are two different ways to interact with *PSW* via phone:

1 // CALL OUR PSW RANT LINE ON... 0870 787 0033
Here you will hear a greeting then be given free rein to voice your opinion on any subject PS2 or *PSW* related. Thought we were too hard on *State of Emergency*? Couldn't understand how *Formula One 2001* got 10/10? Anything goes. Give us a bell, leave your name and your hometown and then... let rip. We'll print the best phone ranting each month, so make sure you're in!

2 // CALL ONE OF OUR GLOBAL NEWS LINES.
As you know *PSW*'s Global section is the home of the new. News on games months and often years before release. We want to know which ones rock your world. Which games you want us to cover in much more depth in future issues, in the magazine and on the disk. So register your vote now. On the final page of the Global section you'll find each month a list of numbers corresponding to the various games you've just read about. So call the number, you'll hear an acknowledgement from one of the *PSW* staffers, then hang up. Simple. The games with the most votes get the *PSW* bigging up as soon as possible.



MORE OF THIS KIND OF THING! LESS OF THIS KIND OF THING! BAN THIS KIND OF THING! Or something like that.

GRAVE MISTAKE?

SHADOWMAN 2 ADVERTISING CAMPAIGN SPARKS FURY.

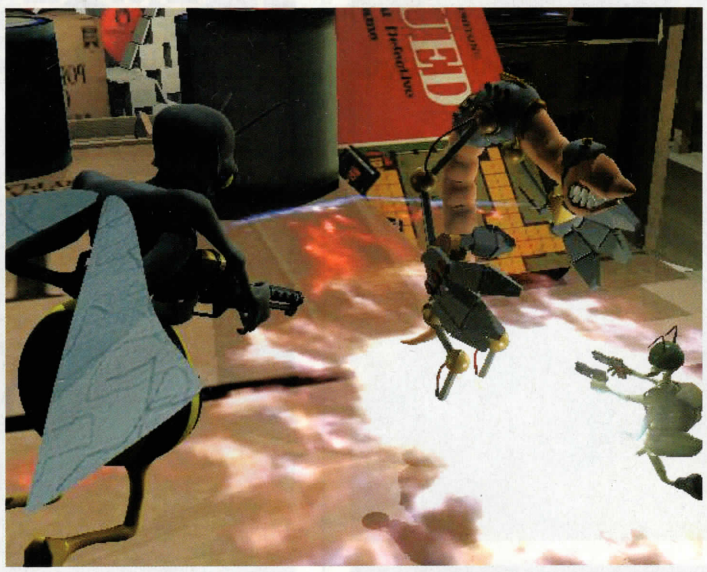
■ GRANDAD'S NEVER COMING BACK

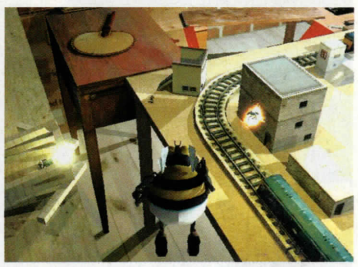
DISTASTEFUL ADVERTISING CAMPAIGN, shameless publicity stunt, or a bit of both? That's the question being asked after Acclaim Entertainment launched its morally dubious *Shadowman 2* 'deadvertising' initiative. The software publisher is offering the recently bereaved the opportunity to subsidise funeral expenses by promoting the morbidly themed game on headstones across the UK. Needless to say that a great deal of controversy, and thereby more coverage of the game, has swiftly followed.

Newspapers and radio stations across the UK were quick to pick up on the *Shadowman 2* campaign, forcing Acclaim to defend its promotion. "Advertising has changed a lot – you walk down the street and companies are advertising on bins. The fact that people have given us permission to do it makes it legitimate," commented Acclaim's UK communication manager. Unsurprisingly, this argument, based on market freedom, has not washed with many groups that see this perverse marketing trick as a step too far in the push to sell videogames.

Religious groups have unsurprisingly strongly criticised the campaign, accusing Acclaim of taking advantage of the bereaved at a time when they are most vulnerable, especially those struggling to cover the high funeral costs. However complaints to the Advertising Standards Association will fall on deaf ears. It's not within the organisation's remit to look at the location of advertising, only the actual content. And yes, before you bother complaining to us that we've contributed to the success of the morbid campaign by writing this article, we already know. Damn, we feel so cheap.

DEAD RICH A blatant PR scam, but we've fallen for it.


BEE-BOY STANCE "Fine, go ahead, sting me then. See if I care. You're the one that's going to die, you big queen."


BERSERKER BEE Insects with guns. At least it's original.

SNAKE ARMOUR Kill the robotic quadrapede!

BEE MOVIE

THE TREND FOR DELIBERATE BUGS IN GAMES CONTINUES WITH **STUNG!**

■ INSECTS APPEAL

HIGHLY DANGEROUS WAR INSECTS HAVE been locked up in an otherwise deserted laboratory since the Cold War ended, but eventually they escape. With their ability to deliver payloads of deadly weaponry, these bugs are highly dangerous – and they've got enough secret formulas to build themselves a deadly force... this, of course, is where you come in.

Playing as opposing bugs – is this a SWAT team, then? – you must not only battle the evil creatures but survive the enormous environments. At this size even spider webs, fly paper and the steam from a kettle can be deadly. Players have a choice of six varied bugs to play as across the 12 main areas, and there are even multiplayer options such as Capture the Flea and Protect the Queen. The release date is yet to be confirmed.

ARMY ANT Don't panic – 3DO has nothing to do with it.

OLD ROUTINE Original name, same old shoot-through-warehouse gameplay.

THE DEVIL IN MISS JONES The female character is based on Lucy Liu, you know.

'00 THE ECKS THAT THEN?

IT'S THE MATCH NOBODY EVER THOUGHT THEY'D SEE: **ECKS VS SEVER.** REALLY, NOBODY WE KNOW EVER THOUGHT OF IT AT ALL.

■ IMPENETRABLE

ECKS VS SEVER IS A FIRST-PERSON SHOOTER WITH ONE OF THE weirdest names ever. Already available on Nintendo's tiny portable Game Boy Advance, the game is now being readied for PS2 using the Lithtec engine, last seen powering *No One Lives Forever*.

Both characters – that's Mr Ecks and Mrs Sever to you – have their own missions and abilities. Naturally these attributes will impact on how and when they succeed – health and ammunition capabilities all differ, for example.

It's based on a movie (Antonio Banderas and Lucy Liu), which the levels are modelled on, and seeing as there are more than 20 of those it should at least be quite a long film.

Naturally sophisticated AI and a range of thrilling weapons are being offered as standard, but as the game is only in the initial stages of development we're unable to comment further. Expect more on this as the summer fades.

PLAYSTATION SIX IN 'BIOTECHNOLOGY' SHOCK!

PS3, PS6, PS7, GRAN TURISMO CONCEPT 2, GRAN TURISMO 4, MODEMS – ALL CONFIRMED! THIS IS YOUR FUTURE. IT'S FROM SONY AND CONSISTS OF UPDATES TO RECOGNISED BRAND NAMES.

EVERYONE'S FUTURE

"MAYBE THE PLAYSTATION 6 OR 7 WILL BE based on biotechnology" said Sony Computer Entertainment's Chief Technical Officer, Shinichi Okamoto, a man who clearly spends too much time at home watching repeats of *The Outer Limits* on the Sci-Fi channel. More interestingly, he recently underlined several other more concrete plans for the future of the PlayStation name, including PS3 and *Gran Turismo 4*. Read on, read the future!

PLAYSTATION3!

"We can't wait 20 years to achieve a thousand-fold increase in PlayStation performance," said Okamoto, clearly setting out the leap he expects to see with PS3, while also lamenting the restricting power-doubling-each-year equation of processor development. To get around this power bottleneck, Okamoto claimed Sony is considering using "distributed computing" to aid future hardware development.

Before you ask, distributed computing is basically a way of linking machines together to share the computational burden, leading to a more powerful network of processors all helping each other out. Apparently it has also been mulling over distributed computing with IBM. Could PS3 be a network of machines that share processor power and software? And if so, will it work over a shitty British phone line?

Meanwhile, Sony's online gaming arm Sony Online (duh!) has announced a partnership with 3D technology company Nvidia, maker of the cutting edge GeForce graphics cards currently wowing PC owners. Its current aim is to ensure greater compatibility of Sony Online PC titles with Nvidia graphics cards, but could this be the first step of a bigger plan? Is Nvidia in the process of creating the pulsing gaming heart of PS3?

GT CONCEPT 2, 3 AND 4!

Gran Turismo creator Polyphony is working on three new *GT* titles before commencing upon *GT4*. One is confirmed as *GT Amlux Saloon,* a newer version of *GT Concept* based around futuristic car designs set to feature at the Japanese Toyota Amlux Expo car show. It will include all of the original *GT Concept* cars plus those featured in *GT3*, plus an all-new Toyota concept motor too.

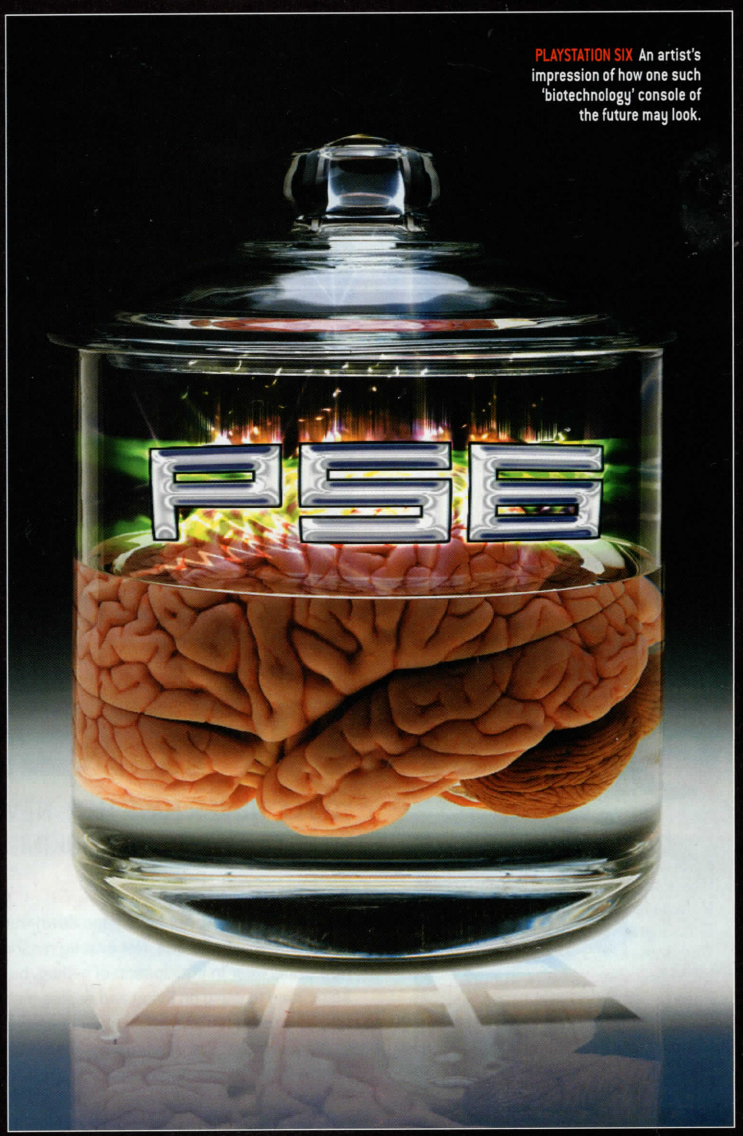
The other two? Hot rumour is on *GT Concept American* and *GT Concept European*, the much hoped for western versions of the slightly peculiar *GT Concept*.

GRAN TURISMO 4!

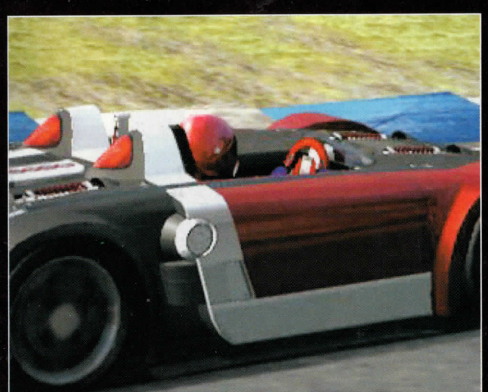
The game formerly known at *GT Online, GT4* is being worked on now and will be the last new *GT* game produced for PlayStation2. It will have offline game content in it too, of course, anything else would be pure guesswork. Like, for example, if we said it will have 950 cars in, or underwater tracks. It's coming – take solace in that fact alone.

AMERICANS ONLINE!

Yanks with $39.99 to spare will be able to buy an online adaptor for their PlayStation2s this August. It will work as both high and low speed connectors, coming with a DSL adaptor and also your creaky old modem capabilities. Of course it'll also let you access the internet, finally bringing what Dreamcast was doing two years ago to PlayStation2. A new "e-distribution system" is also planned, showing that Sony is keen to add the letter 'e' to everything as most companies are these days. UK release? Still waiting, with gossip from some quarters suggesting online will never happen for PS2 in the UK.



PLAYSTATION SIX An artist's impression of how one such 'biotechnology' console of the future may look.



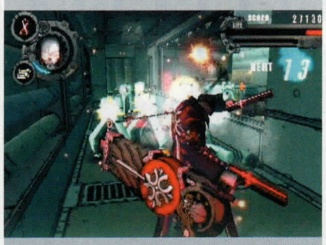
FACT ONE Three more GT Concepts are planned – one Japanese, two western.

FACT TWO Gran Turismo 4 will be the last all-new GT game on PlayStation2.

FACT THREE We'll have loads more on the European GT Concept next month.

GLOBAL INSIDER

BABY NEWS BORN OF GOSSIPING HIPS



/ DESPERATE FOR A CLANK
Smile Bit, creator of the legendary 'cell shaded' look, is developing a game about big nasty robots. *Gungrave* should be out in Japan for July, but you can expect a considerable delay for a UK release. And you can expect an even bigger one for the online *The Planet Gunsmoke Trigun* from the same bunch, too – it won't be much use without an internet connection, after all.

/ A SPOKES-MAN SPEAKS
After snowboarding, basketball, snowmobiles and motocross, the EA Sports BIG range moves onto mountain bikes. Details are scarce, but expect wide-open environments (as opposed to circuits) and a strong stunt element. The as-yet untitled game will be unveiled in May.

/ UM, HOW ABOUT FIRESTORM INSTEAD THEN?
Midway is aiming head-on for Eidos's helicopter combat game *Thunderhawk 3* with *Fire Blade*. The game is in development at Kuju Entertainment, creator of the disappointing, but potential-filled, *Lotus Challenge*. The company may also be careering towards a Honda court case, of course, as its motorcycle division has been dominating supersports with CBR 900RR FireBlades since 1992. The name comes from a literal translation of the Japanese for 'lightning' – surely it won't have forgotten to copyright it?

/ EXTERMINATE! EXTERMINATE!
Information has come our way that *Destruction Derby 4* on PS2 is currently in development in Liverpool by Studio 33, the same people responsible for the last game in the series – *DD Raw* – on PSone. Specific details on the latest automotive battering game have yet to be revealed, but the game is pencilled in for a pre-Christmas release.

FREE KICKS FOR £39.99

DAVID BECKHAM SOCCER BRINGS THE ONE-MAN ENGLAND TEAM TO PS2.

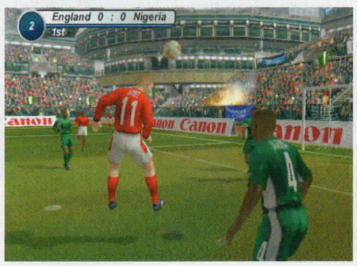
■ THICK

IT GOT ON THE FRONT PAGE OF THE SUN when it came out on PSone, but sadly for developer Rage Software, *David Beckham Soccer* didn't exactly bring about a PSone revival; instead it was mostly ignored by junior PSone gamers favouring *Harry Potter*. Perhaps that's one reason why Rage is currently adding more polygons and preparing to unleash it on PS2.

Rage paid the money for the endorsement (£1m, according to rumour), so it's gonna use him – Beckham features heavily, popping up to guide you through training modes in his lispy childlike voice. He's also there to set you tests he's created in a massive learning section. Based around Dave's dead ball skills, you'll be rated on your various techniques, such as corner taking, free kick success, passing and shooting abilities.

Then it's on to the game itself. It comes with "hundreds" of teams, is equipped with classic matches from history for you to play a part in, and it's even possible to build your own team and stadium, editing players as you see fit.

It'll be out in time for the World Cup – which starts on May 31, in case you didn't know... or are a woman. Good luck, Dave, make us proud. Break a leg. Or a foot. Just come back with something gold, OK?



ABOVE ME 'EAD The levitating striker scores again.

PAUL SCHOLES SOCCER Why's everyone ginger?

BEND IT LIKE BECKHAM Extensive free kick training.

SWEDE HARMONY Arrivederci, it's one on one.

DANCING QUEEN

YOU'LL NEVER HAVE HER. NEVER. SHE WOULDN'T EVEN LOOK AT YOU. SO SETTLE FOR JUST LOOKING AT HER IN **BRITNEY'S DANCE BEAT**.

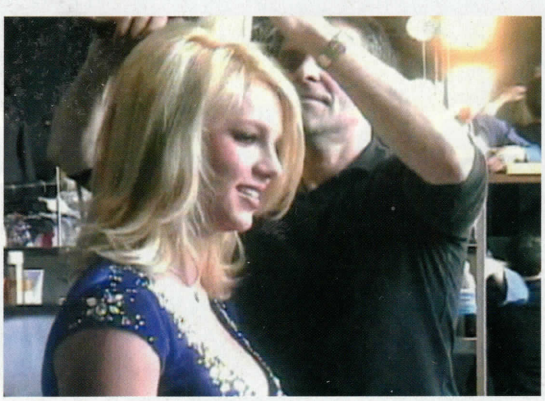
"WOW! BRITNEY'S MAYBE SINGLE AGAIN!" – WHICH MEANS YOUR chances of bedding her have gone down from two billion-to-one to about 950 million-to-one. Not exactly reason to spend money on new underwear in anticipation of a shag, but reason enough for some men to carry on living and hoping a chance encounter may reap rewards. Men like us!

Now we have pics of her from the game to enjoy too. It's a well known fact that you don't play as her, but at least you get to see her hair. Imagine how nice it would smell. Imagine how soft it must feel. Imagine it matting to the back of her neck with sweat. Imagine it tickling your nose as you hold her close and gently squeeze her hot body against yours. Just imagine!

Back to the facts. The whole behind-the-scenes section has been revealed too, with stacks of clips of Britney to unlock as you beat the game on each progressively difficult setting. Her whole life must have been videoed – there's absolutely loads of quality footage of the pop minx goofin' around backstage.

The game's out near the end of May and is bound to get good reviews – how can anyone be nasty to the poor dear now she's perhaps living on her own again?

MY FRIEND FANCIES YOU If only it was Britney Spears Vaselined-Up Strip Poker.



PLAY WITH MY HAIR He's not gay, he's just pretending to get to see her in her knickers.

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The one true-to-life martial arts fighting game.

SEGA

uk.playstation.com

PlayStation.2
THE THIRD PLACE

GLOBAL INSIDER

NEWS SEEDS SET TO BLOSSOM LIKE CRESS ON LOO ROLL

/ DEPP-PRAVED HORROR
Usually the most horrifying thing about game-films is the quality. *Street Fighter, Mortal Kombat, Tomb Raider*... ugh. But *Resident Evil* (reviewed page 20) is actually OK, so maybe the next tie-in will be an Oscar contender? Right. Still, preliminary work on *Silent Hill* has begun, with Johnny Depp being the desired candidate for the lead. Slightly scary already.

/ HERE BE DRAGONS
Latest trend: dragons. Joining *Dark Skies, Drakan, Dragon Rage* et al is *Dragonkind*. The game concerns the efforts of your hero Grail to solve puzzles and fight other dragons from the top of his own dragon. It's thought dragons will feature heavily. *Dragonkind* will debut in 2004. With dragons.

/ IT'S ALL A BLUR
With sequels to *Time Splitters* and *Red Faction* due shortly, *XIII* (above) faces stiff competition. Ubisoft's ambitious FPS could stun though, as it combines the ultra-fast *Unreal 2* engine with a cel-shaded look. Dude! Sweet!

/ RUMOURS SHOT DOWN, RUN OVER, BLOWN UP, SHOT AGAIN
Considering the success of *GTA3*, it's unsurprising tales of sequels are flying around like the frightened passengers of a hijacked bus. One online retailer recently listed *GTA: Vice* for pre-order, but developer Rockstar strongly denies its existence; the link was soon removed. An official blab may come at E3, but considering the quantities *GTA3* is still shifting, a rapid update seems fairly unlikely.

/ JUMP, IT'S WORTH IT
Vague details of Sony's latest game are leaking. The top-secret project is said to be a third-person action adventure involving base jumping... leaping from buildings with parachutes. Hmm.

DO WHAT YOU WANT... AND DO IT WITH PRIDE

ULTIMATE FIGHTING. IT'S **PRIDE FC** AND YOU'VE BEEN LOOKING AT ITS BIRD.

BENDY

PRIDE FC. THE FC STANDS FOR FIGHTING Championship, the *Pride* bit refers to the Japan-born Pride compo that pits man against man in a 'no holds barred' fight to unconsciousness (haven't they heard of Rohypnol?). There will be no 'gay pride' references or jokes within this news piece. Instead, we offer facts.

Pride FC combines various martial arts under one banner and features over 25 real life champions. It's based on the 'ultimate fighting' ideal and wants to become your favourite game by focussing on genuine combat instead of comedy fighting. You'll be able to create your own fighter too, should the licensed likes of Heath Herring, Kazushi Sakuraba and Igor Vovchanchyn not appeal. Heaven forbid.

Already a vague success in Japan, the Pride fighting way is to combine WWF-style backstage drama and characters with a more realistic in-ring fighting style. And, as these shots prove, it's all looking rather nice, with superbly detailed – if a little underdressed – fighters grappling with each other as men are wont to do. Looks good. The absolutely not gay *Pride FC* will be out for PS2 this autumn.

SHODDY Bill's Kama Sutra was very badly drawn.

EMBARRASSING They both wore the same outfit! No way!

GEEK Look, he even needs help with the ropes! Hit him!

WIN! TEN COPIES OF GHOST WORLD ON DVD! LIKE, COOL!

NUMBER ONE AMONG GOTH-FANCYING males thanks to the pale charms of Thora Birch, *Ghost World* is a tale of teenage angst and disintegrating lives in smalltown America. It also features Steve Buscemi, who's not so pretty.

SO TOTALLY NOT PREDICTABLE, DUDE! Unusually for a film involving US teens, *Ghost World* has a plot that doesn't just involve boys trying to get laid or being caught fiddling with themselves. Enid (Birch) and her equally bored friend Rebecca (Scarlett Johansson) decide to amuse themselves by making Buscemi's kind record collector miserable. Then they realise he's actually really nice, people get hurt, lives change. It's a personal development kind of film.

Ghost World is also intelligent, eschewing the dumb embarrassment of *Road Trip, Scary Movie, American Pie* and the whole stinking pile of fart gag-filled "barf" that usually passes for teen entertainment. At last.

To win one of ten copies of *Ghost World*, answer this question:
WHICH OF THESE THREE FAMOUS THORAS DOES PSW EDITOR STEPHEN PIERCE FANCY MOST?
(A) Thora Birch
(B) Thora Hird
(C) Thora Puddytat

Send your answers to the usual address, marking your envelopes "Mmmm! Pretty Goth girls! Ohhhhhhh. Dark."

THE TRUE MASTER
ONLY ENGAGES
THE WORTHY OPPONENT
PlayStation 2
Virtua Fighter 4
SEGA
The one true-to-life martial arts fighting game.
SEGA
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PlayStation 2
THE THIRD PLACE
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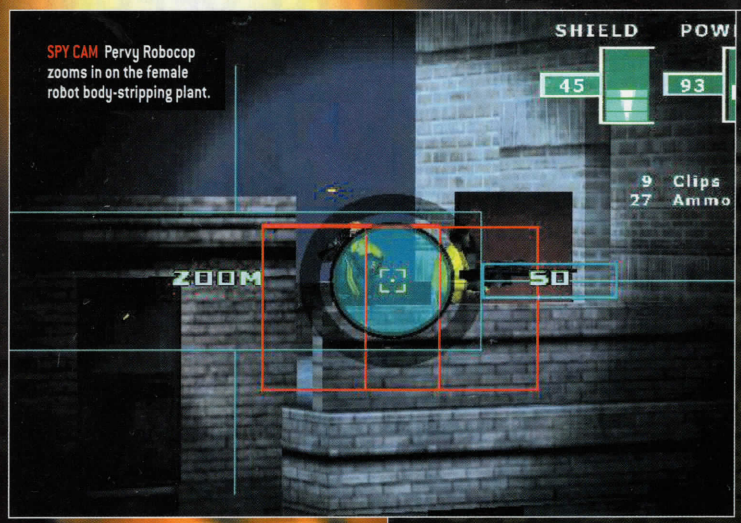
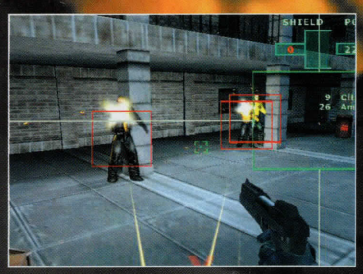
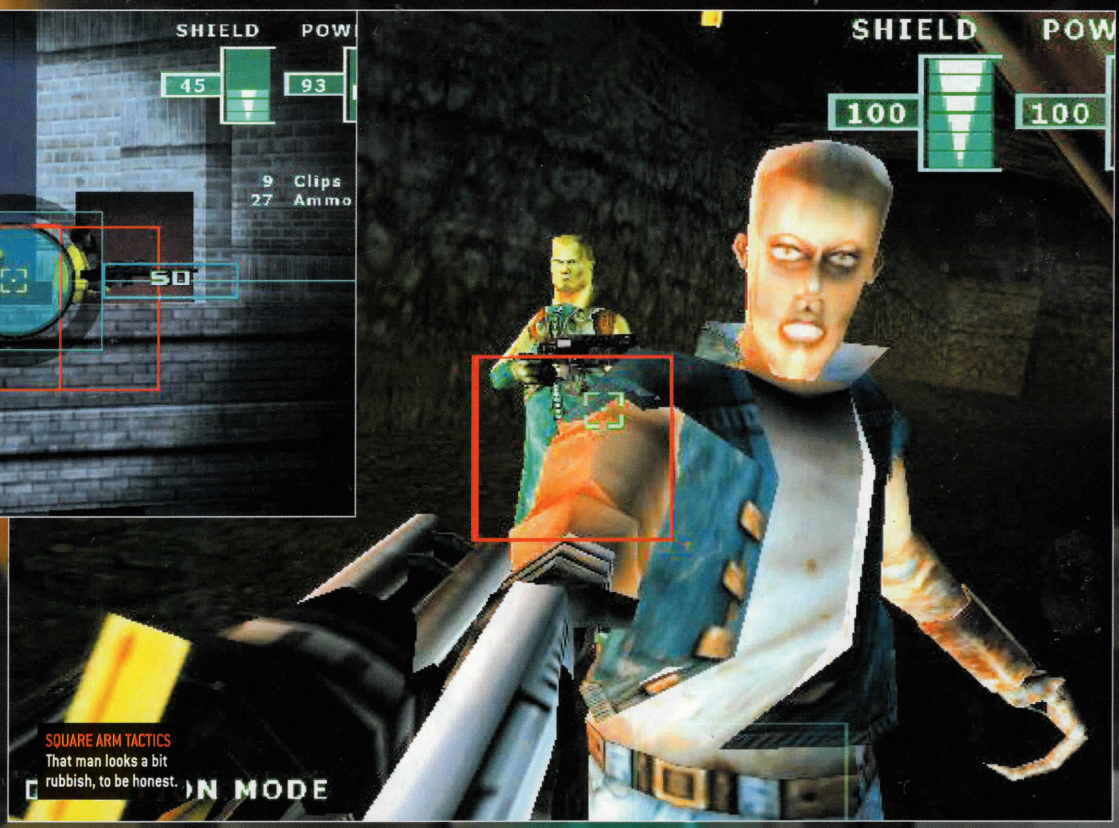


SPY CAM Pervy Robocop zooms in on the female robot body-stripping plant.



ZERO TOLERANCE POLICY Break the law, you die. Simple.



SQUARE ARM TACTICS That man looks a bit rubbish, to be honest.

REFLECTIVE INSPECTOR

JEAN-BENOIT SILVESTRE, **ROBOCOP PRODUCER**, BREAKS THE DIRECTIVE ABOUT NOT SPEAKING TO JOURNALISTS. HE ALSO CONFIRMS THE EXISTENCE OF POWER-UPS HIDDEN IN CRATES.

HE'S NOT A ROBOT, HE'S A CYBORG. PART man, part machine, all law enforcement social worker, Robocop is the caring man-machine face of near-future policing. Which means he goes around shooting things. You'll shortly be able to go around shooting things too, as the 80s sci-fi thriller comes to PS2. Tell us all about it then, French developer man.

// WHAT'S THE STORY BEHIND THE GAME?
Robocop isn't just another shoot 'em up. We really focused on putting a strong storyline behind it, very similar to the movie's atmosphere. Of course OCP is still involved, otherwise why bother making a *Robocop* game? To summarise, there are two parallel stories: (1) OCP has created a huge and powerful computer-brained cyborg called the MIND (Massively Intelligent Neural Device), mixing human brain tissues and computer chips. (2) OCP is also secretly supporting human gangs, which are dealing a new synthetic drug, the BrainDrain. OCP's objective is to raise criminality in Detroit in order to defeat Mayor Croford, presenting themselves as the only entity that can restore peace... finally taking control of the city. Things will get really bad as MIND goes out of control, trying to use computers and robots against all human beings. As the game starts,the player isn't aware of all this and will discover the plot through different missions and investigations, neutralising hostile characters, searching for clues and evidence and interacting with NPC in order to extract information...

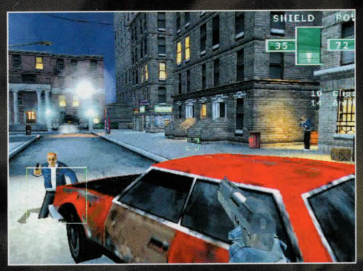
// WHAT WEAPONRY HAS ROBOCOP AT HIS DISPOSAL?
Robocop has a large range of weapons divided in two main types: classic firearms (Beretta, machine gun, grenade launcher...) and battery-operated weapons (blaster, ion gun, tazer...). Most of these will have two different firing modes (single shots or automatic). Weapons are often hidden in the game or are granted upon the success of a given mission.

YOU WILL COMPLY Games without sniper scopes were outlawed by Brussels in 1997.

MALFUNCTION! Video driver error 293: please reinstall.

HEAD SHOT The future of law enforcement – violent.

STUFF! BLOWING UP! It's like a Hollywood feature film.



GO DIE That poorly textured car cannot protect you.

THOSE PRIME DIRECTIVES IN FULL!

// ROBOCOP'S INNER THOUGHTS REVEALED!

GROCERY GROCERY GROCE
VISION
GET MORE WD40
REMEMBER TO SET VIDEO FOR ROBOT WARS
RING JENNYBOT-07
MAKE APPOINTMENT WITH ENGINEER RE CLUNKING IN CHEST
DESTROY ALL HUMANS
BUY NEW HARD DRIVE FOR CHILDHOOD MEMORIES
DEFRAG BRAIN
UNINSTALL PAINFUL MEMORIES OF FAILED RELATIONSHIP

// DOES THE GAME CONSIST ENTIRELY OF SHOOTING? ARE THERE VEHICLES?
The whole game is presented in the first person. However, once again it's not a standard 'first person shooter', thanks to the storyline behind it and the way you quickly lose if you shoot at civilians or kill criminals that surrender. [Also] *Robocop* does not feature a multiplayer option. We wanted to focus on giving an outstanding and thrilling single-player experience.

// ASIDE FROM ARMED HUMANS, WHAT OTHER ADVERSARIES WILL YOU FACE?
A *Robocop* game without ED209 wouldn't really deserve its name, would it? So yes, ED209 will definitely be part of the adventure, as well as several human, robot and cyborg adversaries – even animals – making a total of more than 50 different types of enemy... And believe me, dear old ED209 won't be the worst one...

// CAN YOU UPGRADE YOUR CAPABILITIES AND GET ROBOCOP MOVING MORE QUICKLY THAN HIS USUAL PLODDING PACE?
Several upgrades: weapons of course, also vision enhancers... but the emphasis remains on firepower rather than speed. We really wanted to keep all of Robocop's original characteristics.

// ARE THERE ANY SECRETS OR BONUSES THAT CAN BE UNLOCKED?
Apart from the bonuses in subsidiary missions and power-ups, we're also thinking of having other extra/hidden features, and a 'Making Of'.

// DID HIS SLOW MOVEMENT PRESENT ANY DIFFICULTIES WHEN DESIGNING THE GAME?
It was a real challenge for us, because having slow movement implies having great gameplay – it's even less forgiving than a quick-rhythm shooting game. Robocop can't run, he can't jump, he can't shoot at civilians or surrendering enemies. It needs some brains from the designers, and the players.

// WILL YOU HAVE ANY HELP OR IS IT ALL DOWN TO ROBOCOP TO SORT THINGS OUT?
Robocop is helped along the missions by police bulletins and radio calls from Lewis. Civilians who received help from Robocop may also have extra info to give. Plus, just like in the movies, news flashes between the missions will give some hints on the whole plot of the game.

// WILL THE GAME FEATURE VIOLENCE?
Of course, we won't have an 'everyone' rating, but no real gore. Our focus isn't to build the hype on censored contents or themes, just on gameplay. Shooting and killing, that's for sure, but no blood and no unnecessary violence; the player will be encouraged to arrest enemies instead of killing them, and will suffer penalties if he harms innocent characters. Violence will be part of the story, but the story isn't built up on violence.

// WHAT ABILITIES HAS ROBOCOP? CAN HE DUCK, CROUCH OR DIVE, OR IS HIS SLOW MOVEMENT PART OF THE CHALLENGE?
Robocop will be able to crouch and move while crouching – this allows him to hide between walls or crates for instance. He also has special views, such as a thermographic scope and a powerful zoom, plus his multi-lock – you'll be able to lock on to several enemies at once, still shooting and destroying out of view targets, just like in the movies.

// DOES THE GAME FEATURE THE FAMILIAR MOVIE SCORE, OR WILL IT BE ALL-NEW?
A new musical score has been created in order to fit 100 percent with the game themes, levels and atmosphere. Most of the tracks will be dynamic, their rhythm changing depending on the situation.

// ARE THE ENVIRONMENTS INTERACTIVE? CAN THINGS BE SMASHED AND BLOWN UP?
Yes, you'll be able to blow up crates, boxes, barrels, windows... And you'd better if you want to find useful bonuses and power-ups. Plus of course there'll be plenty of other interactive objects (doors, computers, elevators).

// WILL THE GAME FEATURE THE INFAMOUS FIRING RANGE?
This will depend on our remaining development time; so far there are no plans for a firing range.

MOANY LOVE

VIDEO GAME MOVIES GET (SEMI) SERIOUS AS FINALLY **RESIDENT EVIL** TAKES A BITE OUT OF THE BIG SCREEN.

- **Starring:** Milla Jovovich, Michelle Rodriguez, Eric Mabius
- **Director:** Paul W. S Anderson
- **Certificate:** 15
- **Type:** Horror
- **Distributor:** Pathe
- **On general release:** June 21

FOR CERTAIN, THERE ARE TWO NOTIONS WITH WHICH *Resident Evil* must be judged. Firstly and certainly most obviously, it's *Resident Evil*. That's to say people who play games – hello you – will have pre-conditioned ideas, feelings and expectations. Secondly and perhaps most importantly, it represents the first mainstream zombie flick in some time. Those of us with as many years behind as we can reasonably expect going forward, will recall the cochineal soaked, limb-gnawing efforts of George Romero and Lucio Fulci during the Video Nasty Wars of the English 80s. Some may also remember the pseudo-humourous 1985 offering, *Return of the Living Dead*, which was to be the last notable man-nibbling feast-ival until now.

Indeed, horror films in general have been both thin on the ground and lacklustre over the last decade plus. Some cite a recent renaissance. Yet *Scream* and *I Know What You Did Last Summer* trod the tedious mire of ironic slashing, while the late 90s adult thriller fest – *The Sixth Sense, What Lies Beneath* et al – were staunchly 15 rated family fare. Here, even with *Resi*'s game heritage of viscera chewing, flaky skinned rotters and man-eating everythings, we're again in popcorny, Diet Spritey 15 land.

THE EVIL THAT MEN EAT

So those anticipating a torrent of sheep's tubes tugged from a gaping rubber torso by a moaning man covered in flour will leave unhappy. But that's not to say *Resident Evil* isn't without merit. The tale forms a kind of prequel to the events in the video games. But fans will be pleased to note that rather than set the whole thing somewhere different, we're right in Raccoon City, Baby. We're also in the old mansion (from the first game) and the underground research complex called The Hive. This picture is certainly not just *Resident Evil* in name only.

So then, a quick précis of all things plot-shaped. At the outset, after a preamble, showing what initially goes wrong down in The Hive, we're in the company of Alice (Jovovich). Sadly for her she appears to have lost her memory; fortunately for the audience, she's nude. After a bit of wandering she finds herself to be in the dark old mansion and big jumpy moment follows big jumpy moment as the

BULLET TIME There's a lot of shooting, but the undead just won't die. Again.

OH NO! "Didn't you used to be in our team?"

FAST 'N' FURIOUS Rain packs both a piece and temper.

STICK 'EM UP Soz we couldn't get a pic of the shower scene.

PIPE 'EM ABOARD One of the best bits; the scary pipe walk over zombies.

VERY PC A lovely press shot of them, er... looking.

CRAWL SPACE The ghouls can't get through... or can they?

AXE ME AGAIN Will Milla chop her dying mate's head off?

soundtrack orchestra (apparently consisting of 40 odd men playing electric guitars with cheese knives) go bananas every time Alice glimpses a reflection or some dozy birds decide to flit through a window. Then a team of commandos pile in and drag Alice down into The Hive to shut down the apparently bonkers central computer. Naturally the whole place has been infected with the T-Virus and it's chock to the technological rafters with zombified ex-workers, skinless K9s and a familiar wall-crawling chappy with an outsized tongue. As things progress, Alice's memory gradually returns and her real function within all the goings on becomes abundantly clear, as do the real motives of some of her cohorts.

CHEW ON THE NARRATIVE'S BONES

However, the unravelling plot minutiae should be left for you to enjoy unsullied. Such a plot is a pleasant enough distraction and an enjoyable bonus for a fantastical picture such as this. But what it gives with one zombiefied hand, it rips away with another. Sadly there are fundamental flaws with the movie. Flaws in areas that really should be selling points. The special effects are poor. The Licker (for it is he) is a ropy looking CGI blob; grey, unconvincing and well, just obviously fake, while the zombiefied dogs are clearly just real dogs covered in goo.

However, the sets and costumes are wonderful, which makes one wonder just how carefully the budget was allocated during production. Another failing is the script. With its sub-*Aliens* macho posturing and hyper-clichéd use of such classic Wildeian insults as 'blow me', we're talking schoolyard stuff here. It's barely an advance on the notoriously staccato and frankly piss dialogue we associate with the video games. And yet, somehow the movie version of *Resident Evil* remains difficult to dislike.

Perhaps it's the trueness to the original subject matter. Perhaps the fact that there are a couple of reasonable plot revelations. Or maybe because it's really silly when Alice runs up a wall in a *Matrix*-lite fashion and boots a dog in the mush. Or maybe because of the insane overuse of jump-shock moments, a couple are bound to ferret behind your cynicism and tickle your spine. Or perhaps it's simply the zombies. The undead are always frightening when treating a person as a takeaway and scrabbling for their McRibs. And zombies and the big screen haven't been dining partners in a long time.

One suspects that the picture will lose a lot on home viewing. The sheer loudness of the cinema auditorium gives *Resident Evil* the sonic boot it requires to kick start even the most recalcitrant viewer's jump motor. And your reviewer is not ashamed to admit there where a couple of occasions when one's bag of Revels was squeezed a little too tightly.

So, in a move we would have considered rather unlikely a few months ago, *PSW* says give it a go at the pictures. Perhaps it wouldn't be so interesting without the video game link, and it does have an air of the cheap about it in parts. But you should really go and see, if only for the subtle jump, duck homage to video games that takes place in the laser corridor. And the literal cubing of one unfortunate. This one's definitely for the fans, and is unsurprisingly the best video game movie yet.

7

/ STEPHEN PIERCE

PSW SAYS

TOMB RAIDER GIRLIE

Having given the matter some thought and examined all of the photographs very closely, we have come to the conclusion that **we still like girls in Lara Croft costumes**. Not quite as much as we like girls in school uniforms or rubber nun outfits, but we still like them all the same. But where it used to be a big job, ***Tomb Raider* models are now about as common and influential as local village beauty queens**. Your mum probably has a Lara cossie at home that she wears for dad as a treat, such is the way **Lara has become such a safe, non-threatening, bland icon** of womanhood.
She's never going to do anything bad, she won't do anything at all other than the standard point-guns-at-camera poses, she's a woman by-numbers who exudes all the sexuality of a boiled jellyfish. Could she stand in a different way for once? How about a smile? Christ, why not use the old pictures from a few years ago? It's all so blandly similar.

THE FUTURE OF GAMING

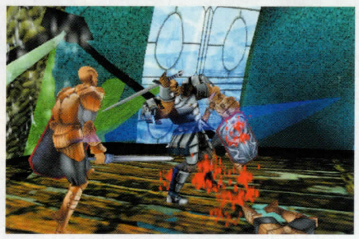
It sounds stupid but these are the facts – ***Gran Turismo 4* will be on PS2, *Gran Turismo 5* will be on PS3.** It's going to happen. Maybe not for another three years or so, but rest assured Sony is planning for the future domination of our gaming lives. It's probably already decided on a colour scheme. And whatever happened to the Emotion Engine anyway, eh?

BECKHAM ON PS2

It's a bit niche, isn't it? You know what football fans are like. The wrong team, the wrong man, the wrong shirt, the wrong side of the river or **five miles too far east and they just don't want to know**. Beckham is associated with Manchester United – most football fans in this country are not, and prefer to take an active interest in the total destruction of the much-hated Reds. *Beckham Soccer* is a big name, but surely one that also **alienates a huge chunk of the footy-loving public** by its association with such a thoroughly Man U figure. And with the man possibly missing the World Cup anyway, could this be the most costliest and unfortunate licensed game yet released?

CHOPPER CHICKS Ooh! Swishy sword effects!

WHAT A FEATURE The village – with compulsory fountain.



SWORD POINT You need a gun, you silly man.

SECOND SUMMER OF SUMMONER

PULL COINS FROM THE EARS OF AMAZED CHILDREN IN THE MAGICAL WORLD OF **SUMMONER 2**.

■ EXCELLENT ADVENTURE

HEY THERE, ADVENTURE GAME FANS. STOP watching *Robot Wars* and pay attention to this, because there's a new game coming that we think you're probably going to like. It's called *Summoner 2*, it's a sequel to the 7/10 rated adventure offering, and it's hopefully coming to your beloved PS2 in time for Christmas.

There're going to be over 30 locations to enjoy and real-time battle within, as you take control of the Queen of Halassar and do adventure game stuff. Which means... getting to grips with a 'party driven' combat system, interacting with locals, learning 12 summons, controlling three characters at once, customising your character and using magic to suck enemies' souls. You know, the usual stuff.

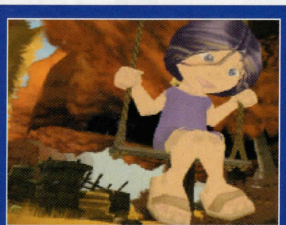
The original *Summoner* had a pretty sizeable cult following, thanks, in part, to belonging to the small group of role-playing games on PS2. Frankly, we're still waiting for a truly staggering adventure game on PS2 – could this be it? Or will *Final Fantasy X* have hovered up your dragon-bashing pounds by then? We'll know for sure when *Summoner 2* arrives at the end of the year.

KILL BY NUMBERS It's red. It must be evil. Better stab it.

DIRTY SHAG Oh Mark, you're bleeding on the carpet.

LEVEL GENERATOR 2 Mystical ice caves? Why of course!

WHAT THE OTHER MAGS SAY...



	HERDY GERDY	STAR WARS: RACER REVENGE	DYNASTY WARRIORS 3
PSW	"Great – if this was still 1997 or an N64 game" **6/10**	"It'll all be over in three or four hours" **7/10**	"The numbers are impressive. The fogging isn't" **7/10**
OFFICIAL PS2	"Refreshingly non-linear structure" **8/10**	"As for the graphics, they are good" **7/10**	"To be loudly applauded" **8/10**
PLAYNATION	"It's irritating, but you have to contain your rage" **8/10**	Not reviewed	"Fun, if repetitive" **6/10**
GAMESMASTER	"All viewed through a shaky camera" **73%**	"Three hours of fun" **68%**	"Can become boring very quickly" **64%**
PSM2	"Glaring flaws keep it from greatness" **69%**	"Hours not days of briefly entertaining play" **66%**	"The elephants we were so excited about are brilliant" **71%**

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QUACK OFF

THE SULTANS OF SEQUELS MEET THE TYRANTS OF TIE-INS IN **KINGDOM HEARTS**, THE WORLD'S FIRST MERCHANDISING EPIC.

■ CRISPY DUCK

KINGDOM HEARTS IS A RATHER BIZARRE RPG, born of a union between Squaresoft, of *Final Fantasy* fame, and Disney, of bug-eyed ducks and talking mice fame. The game mixes characters from both of the famous worlds while introducing several new ones along the way, the chief among them being Sora.

Sora's a 14-year-old boy who's separated from his two friends during a storm on his paradise island, leading him to search various lands in search of them. Unfortunately the storm's been caused by the Heartless, an unambiguously named evil race with world-conquering pretensions. And that's where Disney come in. As Sora searches he comes across Court Wizard Donald and Captain Goofy, the protectors of Disney Castle (it'd need protecting, too – it's only made of fibreglass) who in turn are searching for King Mickey.

In fact, more than 100 Disney characters appear, including Jafar from *Aladdin*, Clayton from *Tarzan*, Hades from *Hercules* and The Queen of Hearts from *Alice in Wonderland*. Still more, such as Mushu from *Mulan* and Simba from *The Lion King* will be available as summons attacks. They'll be joined by Selphie and Squall from *FFVIII*, Tidus and Wakka from *FFX*, Yuffie from *FFVII*, Cid, Moogle and a host of other pixie whackers from across the series, all joining together in this surreal adventure.

Characters benefit from the individual skills of the originals as Sora and co battle to defeat the Heartless, locate his friends and restore King Mickey to the throne. Expect *Kingdom Hearts* to arrive before the end of this year, and the McDonalds tie-in shortly afterwards.

HIM TARZAN Disney's back catalogue has been pillaged.

EAT ME Has Alice in Wonderland overtones too!

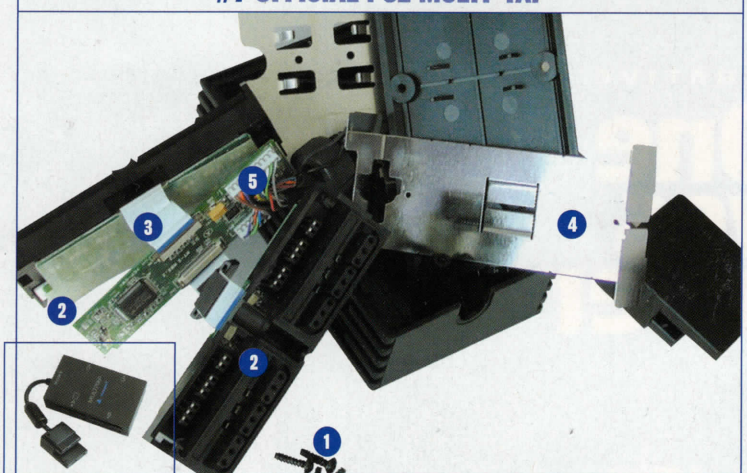
DUHH, OK! You're never too young to hate Disney's sickly schmaltz characters.

BIG FOOT Lead character with 'special shoes' sets a great example for us all.

WHAT'S IN THE BOX?

WE INVALIDATE OUR WARRANTY SO THAT YOU DON'T HAVE TO.

#7 OFFICIAL PS2 MULTI-TAP



1 FOUR SCREWS. A DISAPPOINTING TALLY CONSIDERING THE UNIT'S BULK.
2 THE INDIVIDUAL CONTROLLER HOLES – TWO SETS OF TWO SEPARATE UNITS.
3 A RIBBON CONNECTOR. SO MUCH MORE STYLISH THAN STANDARD WIRES.
4 THERE'S A HUGE AMOUNT OF PROTECTIVE SHIELDING – IS IT RADIOACTIVE?
5 THICK THRONG OF WIRES – IT'S GOING TO BE A NIGHTMARE TO REASSEMBLE.

NEXT MONTH: **A HUMAN FEMALE!**

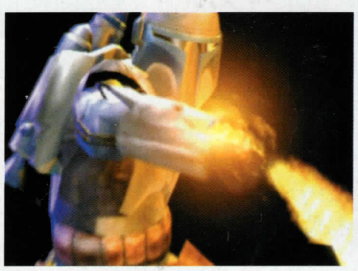
SORRY ABOUT THE MESS

LUCASARTS ATTEMPTS TO MAKE UP FOR ALL THE VARIOUS RUBBISH PSONE RELEASES WITH **STAR WARS BOUNTY HUNTER**.

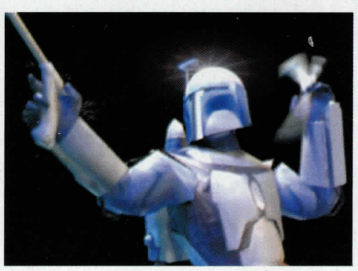
■ FRESHLY TINNED MAN

IF BOBA FETT WASN'T HARD ENOUGH, NOW he's gone and fetched his dad. Jango Fett is the anti-hero of *Episode II: Attack of the Clones*, and the recipient of a glittering publicity mound on account of the ultra-cool way his son fell down a hole in *Return of the Jedi* and died. Even though he had a jet pack... Fans have been clamouring for a Fett game ever since, apparently, and we've got to admit that it's definitely appealing...

As Jango, players must hunt down the leader of a bizarre and dangerous cult – it's probably not David Icke, then. It's unsurprising that combat is the mainstay of the game; lucky, then, that you'll be armed with (among other things) dual blasters, missiles, a flame thrower, a host of smart moves and a jet pack bound to be bursting with more than just thrust. The action takes place between *Episodes I* and *II*, but will nevertheless take place in your homes some time in the autumn.



FETTCHING Early lightsabres had focussing issues.



DANDY WAR SOUL Fencing! New in Episode II!

DEAD-HEAD Just look at the concentration on that face!

IS THAT REALLY POSSIBLE? Maybe he jumped off the cliff or something.

GET WET 'N' WILD

KELLY SLATER'S PRO SURFER AND SHAUN MURRAY'S PRO WAKEBOARDER BRING WATERSPORTS TO PS2.

BEEP BEEP

WE'VE NEVER HEARD OF WAKEBOARDING, nevermind tried it. Surfing we're a little more familiar with, but again, we haven't had a go. Luckily no prior experience is necessary to play Activision's duo of water-based *Tony Hawk*-alikes.

The first, *Kelly Slater's Pro Surfer*, is expected in July, and features the world champion surfer, a few of his pro surfing mates, a staggering array of tricks, and some of the most realistic waves you're ever likely to see. Unlike *Tony Hawk*, there aren't any set parks with definable boundaries – every wave is randomly generated using incredibly realistic physics, so you never ride the same wave twice. Developer Treyarch hopes this will keep the game spontaneous and unpredictable, just as real life surfing on the 'rip' is. Apparently.

Similar extreme sports trickery is offered up by *Shaun Murray's Pro Wakeboarder*, due for a pre-Christmas release. Wakeboarding, we've recently been informed, involves strapping your feet to what resembles a snowboard, and being pulled via a rope behind a speedboat over the surface of a lake. The ripples, or rather waves, created by the boat then enable the player to perform all manner of flips, rolls, and aerial stunt-foolery. Mr Murray is present, along with seven of his wakeboarding mates, plus 11 different environments including huge lakes and underground sea caves.

Whether these water babies can compete with *Hawk* and *Hoffman's* concrete fun remains to be seen.

WAKE UP, TIME TO DIE Surely, there is no safe way down.

VALUE FOR MURRAY You do spend time on the water...

SURF'S UP! But everyone's already gone to bed...

RIP IT UP Every wave looks the same, but isn't.

THE CAR'S BIZARRE

STRANGE SIGHTINGS MADE IN THE GARAGE OF MASTER RALLYE.

BEEP BEEP

THE DRIVE ANYWHERE, CRASH ANYWHERE OFF-ROAD CAR fest that is *Master Rallye* is nearly upon us. Meanwhile, get a load of these – just two of the impressive selection of vehicles available, which includes Jean Louis Schlesser's 1997 buggy. For the record, *Master Rallye* is based on a real race featuring Paris-Dakar style off-roaders. The game's hook is the size of the environments and your ability to plough your own course – this is no cheesy racer a la *GTC Africa*.

SAUCER SECTION Surely they can fly, though?

COLD AS ICE Ice cream vans – surprisingly good off road.

WANNA KNOW MORE?

HAVE YOUR SAY AND VOTE BY PHONE! WHAT WOULD YOU LIKE TO SEE MORE OF IN PSW?

TOMB RAIDER: ANGEL OF DARKNESS:	0870 787 0445
STUNG!:	0870 787 0446
ECKS VS SEVER:	0870 787 0447
DAVID BECKHAM'S SOCCER:	0870 787 0448
BRITNEY'S DANCE BEAT:	0870 787 0449
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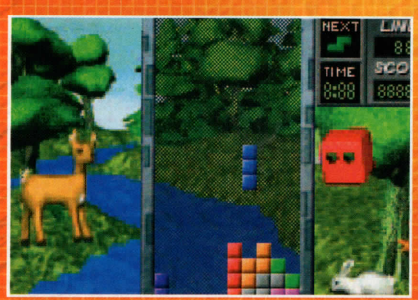
SUMMONER 2:	0870 787 0452
KINGDOM HEARTS:	0870 787 0453
STAR WARS BOUNTY HUNTER:	0870 787 0454
KELLY SLATER'S PRO SURFER:	0870 787 0455
SHAUN MURRAY'S PRO WAKEBOARDER:	0870 787 0456
MASTER RALLYE:	0870 787 0457

Please ensure you have the permission of the person who pays the phone bill before calling. Calls cost no more than 7p.

YOU CAN'T GET IT OUT OF YOUR HEAD.

Tetris is back, with a new look and new variations of the most popular videogame ever created. Are you ready to become obsessed all over again?



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Dialogue

YOUR LETTERS THIS ISSUE WILL BE ANSWERED BY THE PSW TEAM LOOKING SIDEWAYS IN A SULLEN MANNER.

/ GREY AND PROUD

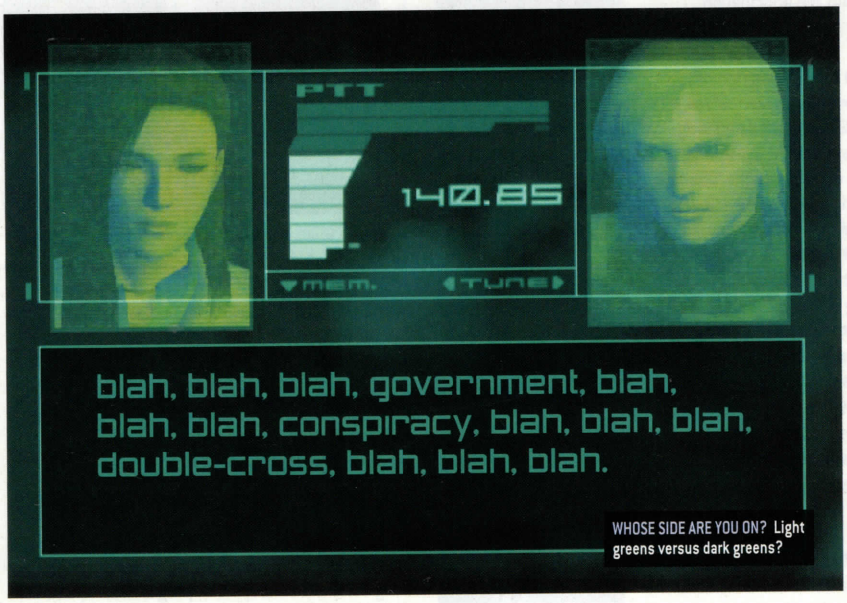
I am not normally the kind of person that finds a fault in every game available so I can seem big and cool, but I have noticed what I think is a big flaw in *Metal Gear Solid 2*. The game may have nice graphics but they consist of three main colours: light grey, dark grey and grey. I mean Solid Snake and Raiden's suits are grey, the tanker is grey, the guns are grey and even the sky is grey in most places. Hasn't Konami heard of purple, or blue, or anything but bloody grey? I know that all games aren't perfect, but there should be a sticker on the case saying: WARNING: 98 PERCENT GREY.
Damon Burch-Hyson, Winchester

You forgot to mention the use of 'greeny grey' which is by far the most common light frequency in *Metal Gear 2*. Just keep going outside – you'll soon be sick of orange, too. MF

/ MATING CALL OF THE LONELY

As the release of *Metal Gear Solid 2: SOL* has recently arrived, I thought I'd pass you this Son's of Liberty Ring Tone! Press: 4e2 4d2 2c2 8- 8d2 8e2 8c2 4e2 2d2 8c2 8d2 2e2 8- 8a2 8g2 8e2 4c2 2d2 8e2 8a2 2c3 8- 8b2 8c3 8d3 4c3 2a2 8g2 8a2 4.b2 8c3 4b2 8a2 8g2 2a2. Tempo = 125. At least now when you hear phones go off you can hear something decent!
Ormonde27, via email

What does it do, scream "Snaaaaaake!" as you fumble for change on the bus? That's brave. Do many people stare in disgust? Although with an *MGS* ring tone you probably don't get *that* many calls, eh? Don't worry – some in this office don't know what their phones do at all. GC



WHOSE SIDE ARE YOU ON? Light greens versus dark greens?

/ SONS OF MISERY

I have just completed *Metal Gear 2* and can't help but feel I've just left the cinema after sitting through a really bad film. So bad that I'm going to ask for my money back. *MGS* on PSone was one of the best titles ever released for the little grey box, its combination of stealth, puzzles and gunfights was unique. *MGS2* lets the side down.

Okay, so the graphics are excellent. First-person view is well executed, and the camera in third-person is in the right place for 90 percent of the time. The animation is probably the best I've seen although I found the controls a little spongey. There is fun to be had collecting dog tags, kissing posters, and stuffing bodies into cupboards but the 'playable' bits are too short, clocking in at around ten hours. Too much 'Codec', too many cut sequences and unnecessary dire-alogue kill the gameplay dead, to the point I'm sitting here wondering why am I listening to this crap?

It stinks of all the things that made *Z.O.E.* such a disappointment (watch this, push this button, watch that, push another button). Many of the set-pieces are directly ripped off from *MGS1* (Nikita/torture?!) and the bosses are un-inspired and far too easy. Why do the Japanese feel the need to have every intricate detail of the characters' past explained in such great detail? Had the story been more satisfying this could almost be forgiven, but the constant side-swapping just becomes boring. Oh look, he's not who he says he is, he's my dad/mother/sister blah blah blah. Having made such a fuss about the power of 'Arsenal Gear', how sad to reach the final battle only to face 3 MG Rays and have the fight interrupted half way through!

Then there's the finale... what finale? With the power of PS2 I was expecting to be blown away (remember the battle with Metal Gear Rex?). But no, what do we get? A bloody sword fight, Soulblade Solid! Gimme a break! And the song at the end... puh-lease! Am I being too picky? I don't think so, the PS2 gamer should be treated with a bit more respect. *MSG2* is another fine example of style over content. Once again the hype-machine is working overtime. It's the gaming equivalent of *Last Action Hero*... all the right ingredients are there, but the cook just couldn't be bothered, happy to follow Mom's Apple Pie recipe to the letter. Other than the visuals, there's nothing new here.
Christian Favager, Cardiff

LETTER OF THE MONTH

/ WE WERE BORN WITHIN AN HOUR OF EACH OTHER

My twin brother and I have been carrying out experiments into 'Twin Telepathy' using our (damn those dual birthday presents!) PlayStation2. We have four PS2 games for the machine, which between them have generated six save positions. One of us turns away from the screen while the other highlights a save on the memory manager screen, the other has to guess which of the six items has been selected. We've found that 75 percent of the time we guess correctly, with success rates rising further still if the selector 'wills' the guesser to get the right answer. Furthermore, between us we are both strangely convinced that this fact will win us a prize for being best letter in issue #29 of *PSW*.
Simon and Michael Payne, Portadown

TWINS! This image is taken from a dream we had last night.

Could you also foresee the look of disbelief on our faces upon reading this obviously fake account? But then we have nothing against entirely fictional letters, so long as they're more interesting than all the questions we get about polygons and hard drives. And for the record, no, real life is not made of polygons. GC

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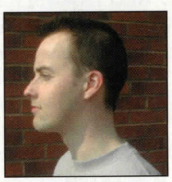
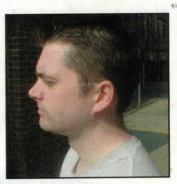
MEET YOUR EXPERTS >>

>>STEPHEN PIERCE
Wears a jumper with cool 'perforations' that always raises the question: "What happened to your top?"

>>LEE NUTTER
Wears one T-shirt that is cunningly designed to look like two T-shirts. Bet on it costing less than £5.


>>GARY CUTLACK
Wears a T-shirt bearing the word 'Psycho' in an attempt to double-bluff pedestrians and judges.


>>STEVEN WILLIAMS
Wears an unmarked, default grey T-shirt. He likes to blend in to the background – then strike!

>>MIKEY FOLEY
Mikey Foley is away.

/ SIGNIFICANTLY SHORT OF MY EXPECTATIONS

After opening the February edition of *PSW*, I was absolutely delighted to read that the magazine was running a 'Goal of the Month' competition for the sensational *Pro Evolution Soccer*. Taking into consideration your massive reader base, I expected the entries to be some of the finest around and with that in mind, decided not to enter until I knew exactly the kind of opposition I was likely to face. Eventually the March issue was delivered and the waiting was over. However, the standard fell significantly short of my expectations. With some confidence, I sent my memory card by 'Recorded Delivery', which was returned soon after along with a thank you note. At this point the anticipation began to grow and the next issue just couldn't come quick enough.

When I received the April issue, I was naturally disappointed that I hadn't won, but nevertheless, I popped the DVD into the PS2 and waited patiently for the winning goal to appear. Watching with my brother, we couldn't believe our eyes as the 'Goal of the Month' was screened and then replayed several times, each angle condemning it further. Perhaps you can explain to us why this glittering accolade has been awarded to a clearly 'doctored' David Beckham free kick. Judging by the movement and position of the goalkeeper, it is sickeningly obvious that Chilavert has either taken a 'bung' from a Malaysian betting syndicate or he has been brought from his goal line with the assistance of player two. With the latter being the most likely reason, I, on behalf of every reader, demand that a steward's enquiry be conducted immediately.
Martin Donegan, via email

Accusations of corruption? Look, if only people that score duff goals can be bothered to send in their memory cards then that's what you're going to get. Are you just trying to stir up trouble? MF

/ RED TRIANGLE GAMING

I've just read Michael Butler's response to your article on *State of Emergency* and he's got my goat up enough to send you an email. I don't think he understands why there is censorship of games and films. Are we going to allow any game to be released just because the technical angle is perfect? Do good graphics compensate for killing innocent civilians? I think not. Is he saying that it's OK for games to be released that include killing and torturing women and children? How about a game for paedophiles? Is Mr Butler just a prat or is he sick? Maybe he's just a teenager without children who has a lot to learn about life.

Does he really think that just because it's a game we can relieve the programmers from any sense of morality just as long as they will be able to make some money out of selling a good, well made, 'technically correct' game? Prat.
Tom Hayward, via email

That's a really hard question to answer. So let's just ignore it. Look at that nice picture of Will, hasn't he got really good skin?

MISCELLANEOUS CUTS

I miss the days of hitting people round the head with a drain pipe on games like *Streets of Rage* and *Final Fight*. God bless the Sega Mega Drive.
Chris Gaff

I use your mag on a regular basis to gather info on games, news, reviews etc. Can you tell me if I am breaking copyright law?
Richard Taylor

We are big fans of your mag and love the pics of Mikey and Williams that you regularly put in. We think they are both really cute.
Jay and Todd

On sheer suction power it is by far and large the most superior unit on the market.
Rich, Johannesburg

My mate Kev came round and we played it for quite a while before going out.
Matt Whalley

We had a German Shepherd named Leeza; unfortunately she's dead now but she saved my life more than once.
Michael Haralambakis

Talking of Lara, I've made an almost perfect Crofty on *Tony Hawk 3*'s amazing create-a-skater. Sad or what!
Hayley Robinson

SEND YOUR THOUGHTS TO:
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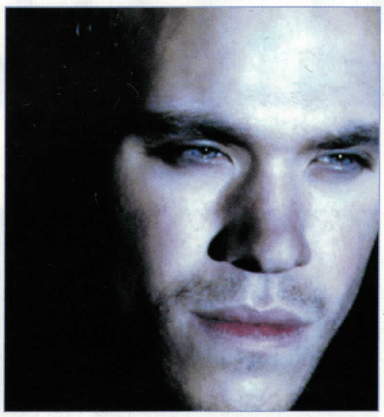
Computec Media UK,
55 Lowlands Road, Harrow,
Middlesex HA1 3AW.
psw@computecmedia.co.uk

/ HERDING IDOL

This Gerdy bloke from the recently released kids' game, *Herdy Gerdy* and recent chart topper and gay icon Will Young from *Pop Idol*... are they the same person or what?
Stephen Butler, via email



HERDY GERDY BLOKE **Ha ha! The caption's on the wrong pic!**

No; one is a manufactured creation with no personality or charm, the other is a cute little chap from a video game. Thank you for giving us the opportunity to make the classic 'amusingly misplaced names on photographs' joke. We've been waiting a fair while... GC

WILL 'POP IDOL' YOUNG **Ha ha! The caption's on the wrong pic!**

/ COMPUTER! ACTIVATE MANUAL OVERIDE!

What is it with first-person shooters and controls? Why don't the developers or programmers put a self-configuration system in? The culprits I'm referring to include *Unreal Tournament, James Bond... Agent Under Fire, Quake 3* and various PSone games. Why can't they let you choose your own controls like in *TimeSplitters*, instead of having four very similar variations where only the jump button, for instance, is changed? I myself prefer to look around with the left analog stick, and move/strafe with the right which I have perfected since playing *Quake 2*. Being unable to get used to the traditional 'PC controls' of having the mouse in the right hand and keys in the left converted to joypad, myself and my brothers have had to take certain games back to the shop. So come on, make great games greater by letting us control them ourselves.
Kirk Chapman, Cornwall

You go, boy. And can we please have an 'invert look' option on the pause menu, so that upside-down people can quickly and easily adapt? I'm really running out of excuses here. LN

/ MARTIN SAID THAT YOU WERE THE BEST

I was planning on buying an Xbox, until my friend Martin Callow convinced me to get a PS2 thanks to it being cheaper and having many more brilliant games available for it. Then I buy *PSW* to find it's full of adverts for the damn Xbox anyway! Why? Are you selling out to Microsoft like everyone else?
Paul Beadle, Loughborough

Microsoft has several trillion dollars to publicise Xbox. Obviously it has decided that money is best spent on advertising Xbox to people that already happily own PS2s. Or it could be a Microsoft tactic simply to annoy Sony. Either way it doesn't matter. PS2 is established and here to stay – as is *PSW* – while the future of Xbox is still unclear. *PSW* will only become *XBW* over all of our dead bodies. GC

/ YOU DIDN'T NOTICE ME AT ALL

I am writing you this letter to bemoan my lot as a PS2 owning South African. Do I want to complain about the incredibly high price of games in S.A.? No. Am I disappointed that we get games released here aeons after the rest of the civilised world has already forgotten them? Again no.

My real complaint is that Activision and Capcom will not release their games in South Africa. This entails that the brilliant *Resident Evil*, the awesome *Devil May Cry*, and the utterly life-consuming *Tony Hawk 3* will NEVER reach our blighted shores! A friend of mine imported *Devil May Cry*, and I will sing its praises to the heavens, while cursing the marketing bastards at Capcom to the foulest depths of hell. I know you guys don't have the power to alter these dismal circumstances, but I feel that the world should know how cruelly South Africa is treated.
Marco Macfarlane, via email

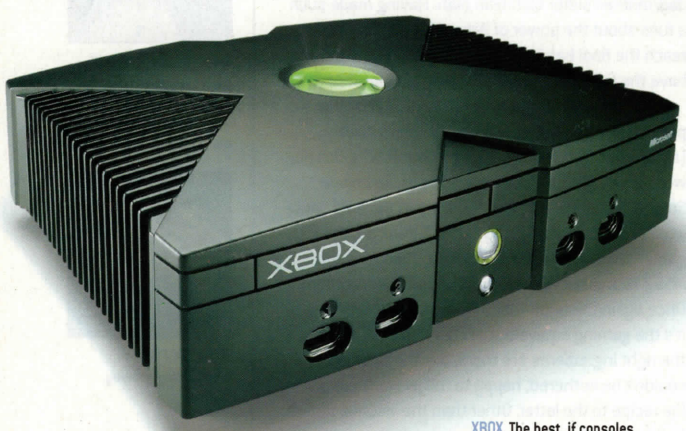
Yeah, but it's sunny there. You can go outside and play, we need games more than you. Look at the team page photos, see how pale and sickly we look. The walk from tube station to office on a bright morning can bring us out in a flaky sunburn rash at this time of year. GC

/ BEST TREES IN A VIDEO GAME

With a trend lately towards slagging off games with no depth, gameplay or value for money, can I make your readers aware of the massive depth, gameplay and value for money I got after completing *Ico* from Sony. Boy do they know how to make a game. *Ico* was so hard to put down due to its calming nature. No annoying music or stupid gun battles, just the occasional sword swinging, producing an almost non-violent adventure. No silly energy bars or menus spoiling your view of the graphics as you go about your quest. There're even the best rendered trees I have ever seen in a game – they blow in the wind!

My only criticism would be the fact that first time round I finished *Ico* in 9 hours 24 mins. But as you know there's a lot in this game, so it's still good value for money. When you do finish it you really feel you have achieved something special with an ending that really makes it worth your while. Can't wait for *Ico 2* or similar. Top marks Sony.
Mark White, via email

Good news for Mark and other *Ico* fans – *Ico Kart Racing* is due out in time for Christmas. SW



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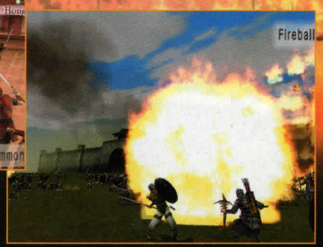

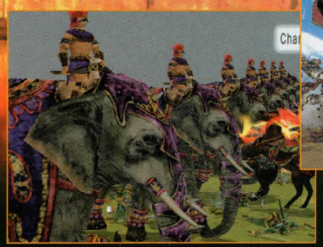

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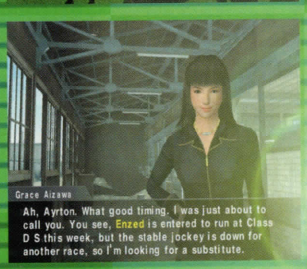
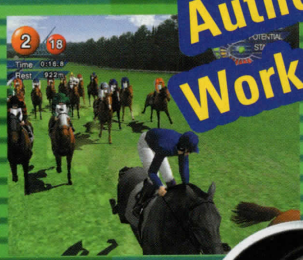
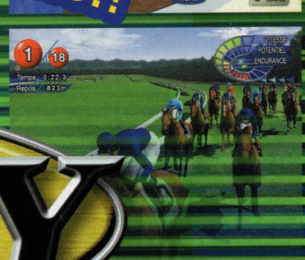
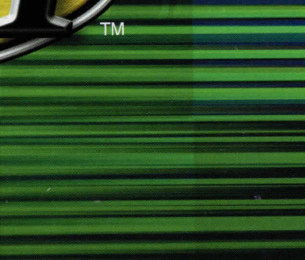
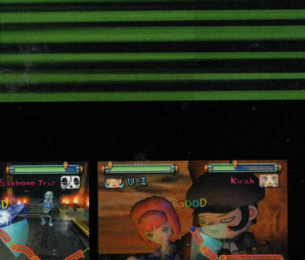
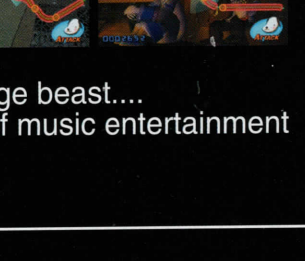

Grace Aizawa
Ah, Ayrton. What good timing. I was just about to call you. You see, Enzed is entered to run at Class D S this week, but the stable jockey is down for another race, so I'm looking for a substitute.











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RETURN OF THE Mc

HE'S BACK AND HE'S MORE DETERMINED THAN EVER. CAN MCRAE GET HIS GAME AND HIS FORD FOCUS TO THE TOP IN THE SAME YEAR? HE MIGHT NEED MORE FINGERS TO CRACK IT, BUT IT WON'T BE FOR LACK OF TRYING...

/ STEVEN WILLIAMS

COLIN MCRAE IS A LUNATIC.

Codemasters has an incredible level of access to him, to his co-driver Nicky Grist and to the Ford team itself: nobody gets closer to the source of their inspiration than this lot. And he's definitely a lunatic. Speak to the makers of *Colin McRae Rally 3*, though – after months of denial and endless product meetings, the '3' has finally become official – and it's clear they hold him in exceptionally high esteem. It seems he's just the right kind of lunatic: that special breed who inspires respect, amazement and genuine awe whenever his foot touches a throttle. What's more, he remains a compelling figure when he climbs out of the car, whether it's to grab the champagne on the finishing ramp or because he's just crushed his Ford Focus to the size of a bread loaf against a redwood tree. There's a sense of 'win it or bin it' about him, a sense of unpredictability.

Codemasters has made rallying its own, too, but its driving has been far more predictable: every iteration of the game has been fantastic. OK, it pains us to say this kind of thing because it smacks of corporate whoring, but it's the simple truth, so what else can we do? If you're a motorsports fan, the summer '98 arrival of the first *CMR* on PSone would have blown you away. It represented a refreshingly authentic approach to rallying that delivered far more thrills than its simplified, arcadey competitors could ever hope too. Dumbing down may well have become the norm in many walks of life, but trying to please all of the people all of the time is inevitably doomed to failure. If you attempt to include too wide a group – without offending even the most inept – the result can only be spectacular in its mediocrity. Witness *Pro Rally 2002*. So it's >

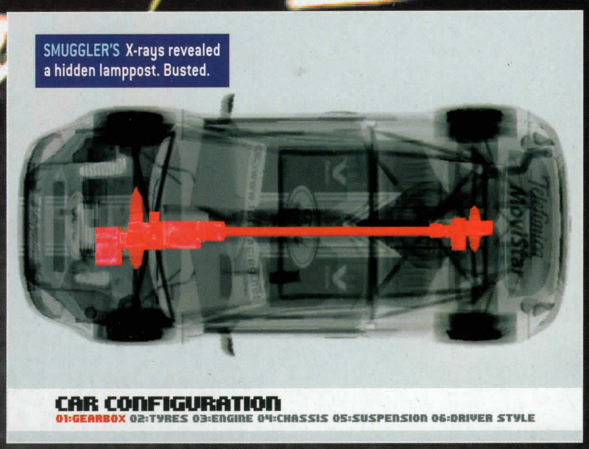
heartening to see that such a detailed and realistic game as *Colin* became such an incredible success, confounding those who chase only the lowest common denominator, simply because it proves a point – we're not as dumb as they'd like us to be. What all this means for us, of course, is the certainty that this maiden PS2 outing is going to be worth waiting for. Inevitably, many others have copied *CMR*'s approach in the past few years, following the smell of money: PS2 motorsport progresses much like the real thing. So now, as desire and necessity dictate, Codemasters is seeking once again to raise the bar.

"IT'S FORTUNATE THEN, THAT IT DIDN'T SIMPLY FOLLOW THE ORIGINAL PLAN OF PORTING THE PC VERSION OVER TO PS2"

It's fortunate then, that it didn't simply follow the original plan of porting the PC version of *Colin McRae Rally 2.0* over to PS2. While it was undoubtedly a great game, it only differed from the PSone version in terms of graphical quality. But what do you do to improve something that was already the best by a long, (sorry, but it was) long, way? We put that very question to Head of Studio, Guy Wilday, having forced him into a pub, got him comfortable and then threatened to take his pint away. "Certainly from my perspective, I don't think anyone was really happy with taking [the porting] approach. I always try to put myself in the consumer's position, and I try to think what I would want from a new *Colin* title on a new console, and I think I'd be looking for more. I'm looking for something over and above that. We've really tried to produce a new rally title that's worthy of a next gen console." We're glad the team wasn't happy to rest on its laurels, but what of the answer to our question? Sadly the food arrives and Guy begins stabbing hungrily at his chicken, simply too polite to talk. But using the medium of a well-worn literary device, we slip forwards in time to when he's already answered. Simple. It seems you do what Ford themselves do: you give Colin a new focus.

COLIN ALL THE HEROES

Much as in Codemasters' other big driving title, *Toca Race Driver*, the main mode now homes in on the driver rather than the cars. The focus is now on McRae himself, so to speak, and what it's like to be him (rich but short of decent fingers). Codemasters wanted to get away from merely plonking you down at the start of a stage with a three second countdown and nothing else, so the changes are pretty substantial, both visually and in actual gameplay terms – thankfully, this new personalisation is not just a peripheral whimsy ensconced in a few pointless cut-scenes. There *are* cut-scenes, mind you, such as those



SMUGGLER'S X-rays revealed a hidden lamppost. Busted.

SPRAY IT AGAIN Inevitably, replays are pure eye-candy.

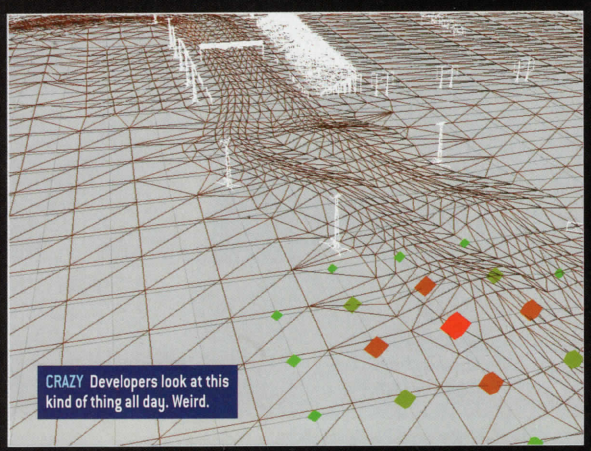
COINCIDENCE "Your name's Marshal too? Dude! Sweeeeeet!"

showing you driving to the stage start, but these simply add greater context. You'll even see the car in front of you make its start. And you'll be driving there from a fully modelled service area – again, long-term access to the Ford team means it's impressively authentic – where fully animated mechanics work frantically on your car. After all, thanks to Channel 4's excellent coverage, these places are becoming less behind-the-scenes by the day. it's about time we got the whole deal.

CROWBARS AND ENGINES

Surely, though, if the emphasis is now on the driver and his experience, you should only be working on the set-up? Damage repair should be absent – that's the mechanics' responsibility. However, removing it would mean the loss of a tactical element, as inter-stage repairs carry a stringent time limit and players are forced to prioritise repairs at the expense of others; managing the handicap for the next two or three stages is one of the key arts of *CMR*. Fortunately then, it's not due to get the chop in the name of realism. *Nothing* is to get in the way of this game being fun to play, and this ideal is reflected in various aspects, such as the choice of locations... but we'll come to those later.

Meanwhile, Guy's fully killed his chicken and is once again gripping his pint, now in a reflective mood. "We obviously want the game to look realistic and feel realistic, but we've not gone for an out-and-out simulation. If you made a totally realistic rally sim, the only person >



CRAZY Developers look at this kind of thing all day. Weird.

HELL NO, NO PEUGEOT

CARS. VEHICLES. MOTORISED ITEMS. PERAMBULATORY PLATFORMS, TRANSPORTATION DEVICES, WHEELED MOTION-MAKERS, CARS. CARS! COME AND GET THEM WHILE THEY'RE HOT. MMM, CARS. CARS.

SO, COLIN MCRAE RALLY 3'S GOT cars. Ta da! But perhaps not all the cars you'd expect. As you may surmise from the title above, Peugeot is sadly absent, which is a shame considering its dominant form so far this season. So if its not in here winning the rallies, who is? Well, certainly not Hyundai: partly because it's not in the game either, and partly because it wouldn't have a hope in hell even if it was. Fortunately Colin's brother Alister has moved from his old Hyundai Acc(id)ent drive to the Mitsubishi team this year, so at least *he's* survived the cull. Not so fortunate is Richard Burns of the Burns-McRae 'axis of evil', gone this year from his title-winning Subaru to one of the three missing Peugeots. How will you play out this most British of rivalries? You won't. Shame really.

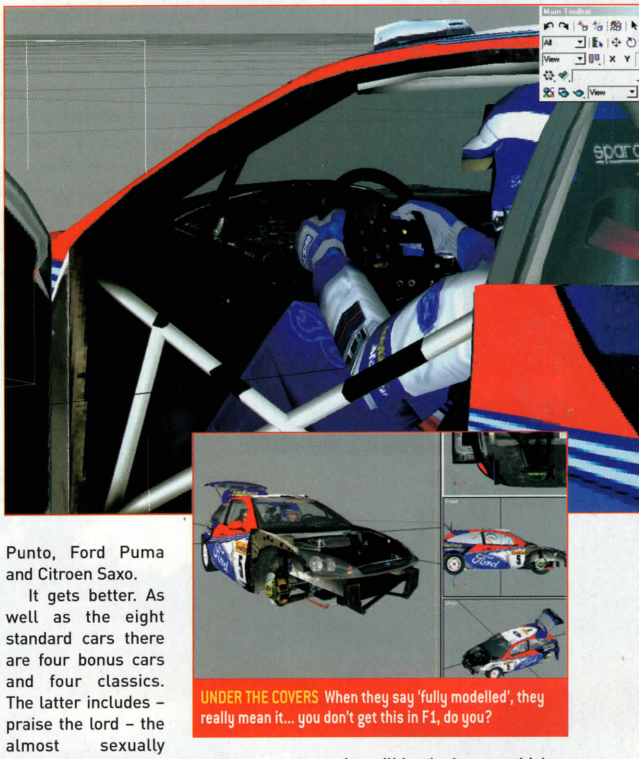
Of course, in the main these drivers will merely be names on the time sheets – rallying is a solitary affair, and the championship mode features the Ford team exclusively. The other cars are unlockable, after which you can race them in individual events. Anyway, there's no reason to be downhearted: there's *plenty* going on to make up for the absences, explained by the inevitable licencing issues arising from the sudden growth in rally titles – and perhaps by the appearance of *V-Rally 3* logos on the WRC Peugeots...

The beautiful, *beautiful* Subaru Imprezas are here, thank God. Worship their chiselled blue flanks. Mitsubishi's crazy Lancers are also available – still looking odd for the lack of Tommi Makinen's apparently permanent number one plate – and Citroen's impressive 4WD Xara makes an appearance: that'll be the one new boy Sebastien Loeb stroked the banks in Monte Carlo with so successfully, then. It loves tarmac.

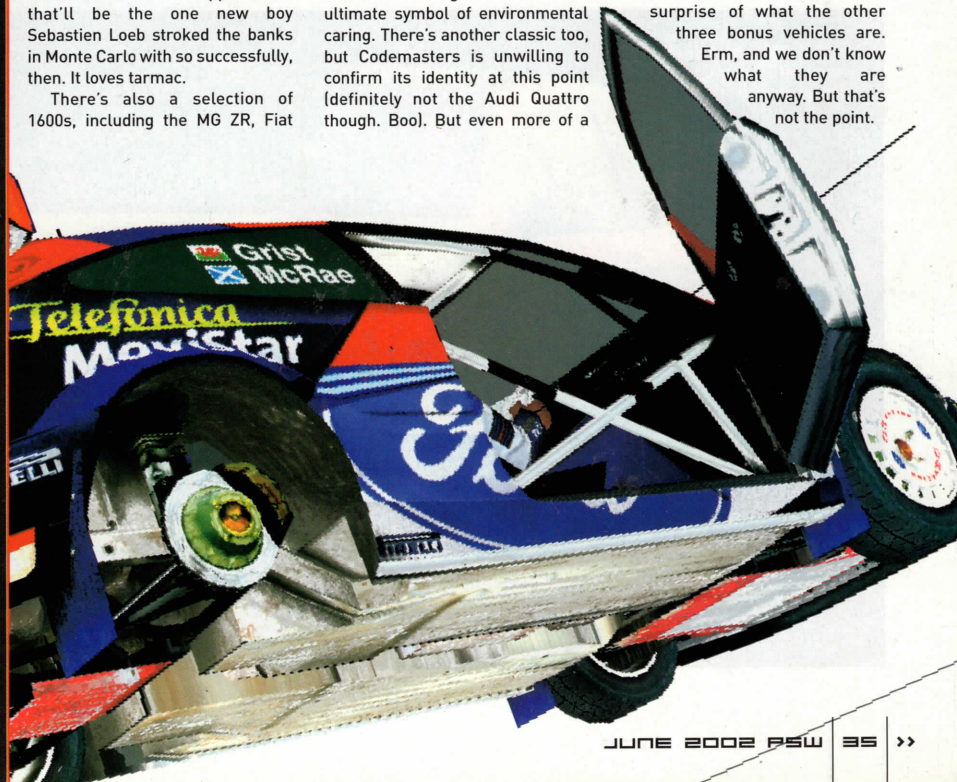
There's also a selection of 1600s, including the MG ZR, Fiat Punto, Ford Puma and Citroen Saxo.

It gets better. As well as the eight standard cars there are four bonus cars and four classics. The latter includes – praise the lord – the almost sexually wondrous Lancia 037 from rallying's 80's heyday. Ford's RS200 was killed off before its prime when the whole Group B shebang was outlawed following spectator and crew deaths, but it's here in all its outrageous glory, and it can *really* do some damage. Yes!

More bizarre is the 2CV, complete with 4WD and two motors... *that* should annoy the beardy Greenpeace lot who so strangely took its weedy combustion engine to be the ultimate symbol of environmental caring. There's another classic too, but Codemasters is unwilling to confirm its identity at this point (definitely not the Audi Quattro though. Boo). But even more of a surprise will be the bonus vehicles. The one we've seen is ridiculous – in a good way. A very good way. It's a fully race-prepared Ford Transit, based (incredibly) on a real vehicle built to promote the new Transit's launch. Codemasters has had typically unsurpassed access to it, including getting it partially stripped so that breakages could be accurately modelled. There's even a crate that slides around the cargo bay marked 'urgent parts'... Oh look, we just *refuse* to spoil the surprise of what the other three bonus vehicles are. Erm, and we don't know what they are anyway. But that's not the point.



UNDER THE COVERS When they say 'fully modelled', they really mean it... you don't get this in F1, do you?



that would be able to play it is Colin..." Fair point. "We want to create a kind of bridge between accessibility and depth," he adds, staring cheerfully at the dark remains of his poultry sauce. We half expect him to start seeing stage layouts in it, like Richard Dreyfuss visioning the mysterious mountains in his mashed potato in *Close Encounters Of The Third Kind*, but the waitress whisks it away and we're thankfully spared a gravy track reconstruction.

Unusually, the main career mode takes place over three seasons rather than just one. It won't just be the same events three times in a row, however – or at least, not in the same order – and quite a few things change as you progress. Even the car alters as you benefit from chassis developments and improved handling, just as in real life (you better hope the Ford-owned Jaguar F1 team isn't helping though, or the new car could be worse instead). Also, each stage can be run in reverse, which obviously makes for an entirely different experience. There are rallies in eight countries, with two environments per country and three stages per environment. Add to that the super special stages (where you run against another car on a looped track) and the reverse variations and you've got a lot of mileage. For the record, the list of countries runs like this: Sweden, Finland, Great Britain, Australia, Greece, Spain, Japan and the USA. The keen among you will spot some anomalies here. For a start, the new German rally is missing, although arguably in name only – as the stages are fictional in this game *and* its competitors, one tarmac rally is very much like another. Still, if you particularly want Deutschland you'll need *V-Rally 3*. On the other hand, Japan and the USA do not currently hold World Rally Championship rounds, so you're getting something a little out of the ordinary, if not authentic. Codemasters was more interested in entertaining and attractive locations than anything else, and with no less than five tarmac rallies in this year's calendar that was probably a good move. It's the whole 'fun versus factual' ethic that should lift this game above the often rather po-faced competition – the likes of Sony's *WRC*, for example. It's interesting to see the developer combining this with the accurate and realistic bent of the 'traditional' *Colin McRae* game. As we said, if it's faithful but dreary, Codemasters will drop it. Hooray.

FLAT RIGHT OVER CLIFF, CAUTION, HURTS

Sadly for you, there won't be *any* excuses for not getting to grips with any of the events. Nicky Grist himself is pace noting them in exactly the way he would a real stage, and using much the same system as he does with Colin. In previous games he provided his voice, of course, but they were generic calls set off at the relevant points. This time they're actually stage specific, meaning Codemasters can include unique events and hazards within the pace notes of each event. Drivers may

PARTICULARLY VICIOUS Colin's car was stolen and badly damaged by a gang of tubes.

DUST DEVILS Every surface type is represented faithfully.

KEEP STARING External detail isn't far off GT3 – and there's damage, drivers, interiors...

SHARP Menu screens are new, but no less stylish than before.

FROZEN FISHTAIL Snow and ice provides a stern challenge to your car control.

also come across unannounced 'surprises', and let's face it, surprises in rallying are unlikely to be pleasant ones... after all, there's always the danger of McRae and co rounding a corner to find a wrecked or expired car jutting into the road. Could we expect to see the same? Despite our attempts to clarify exactly what might happen, Guy was carefully non-specific. The broken-down-car scenario clearly rang some bells, however: "Some of these guys have been on the project right from the first game," he said vaguely, "so there are some ideas that have been bouncing around for literally years that we've never been able to do before. Then suddenly we have the technology, so we can revisit these ideas and try to get them in. That's quite exciting for us." If Codemasters *does* decide to implement such unpredictable hazards, it's going to be pretty exciting for the players, too. Let's hope it comes to pass.

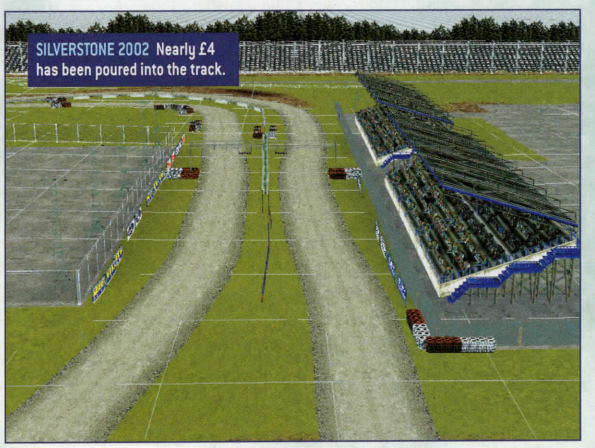
"THERE ARE SOME IDEAS THAT HAVE BEEN BOUNCING AROUND FOR LITERALLY YEARS. SUDDENLY WE HAVE THE TECHNOLOGY, SO WE CAN REVISIT THEM... THAT'S QUITE EXCITING..."

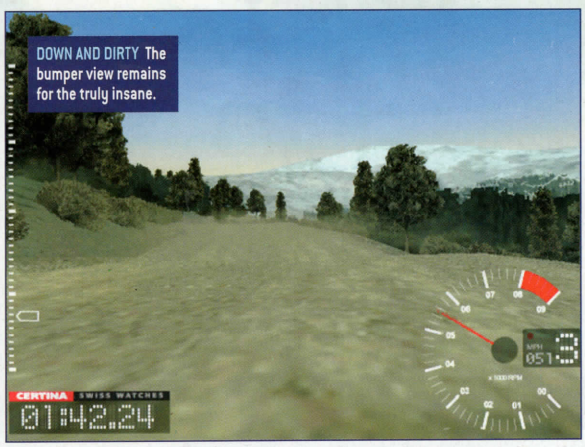
Also new with the three-year 'career' is the routinely shifting difficulty level. Rather than having to select easy, medium or hard at the beginning of the game – and realising several hours later you've been wasting your time on the wrong one – the game adjusts itself to you. If you're winning everything it's going to get much harder than if you're struggling, which sounds great, but an update every 'year' seems a little sparse to us. It's clearly not set in stone yet, but we'd like to see this interesting feature used more often than once every eight rallies. After all, never being in danger of losing rapidly becomes as dull as never being able to win.

IS THE AIRBAG UNDER THIS SPIKE?

Speaking of danger, try this for size: it's possible to write off your car. You'll have to retire from the rally. And don't think you can bypass this by reloading your last save, either, as the planned autosave system simply won't let you. Harsh? Maybe, but not if it's done correctly. Rallying is still about endurance as well as speed, and if you can sacrifice the first in the name of the second – by taking insane risks >

YOUR SHEET Checkpoints and other paraphernalia now feature.


SILVERSTONE 2002 Nearly £4 has been poured into the track.



DOWN AND DIRTY The bumper view remains for the truly insane.

I'M GETTING ALL WET

IT MIGHT NOT LOOK THAT IMPRESSIVE FROM THIS RATHER DARK LITTLE SCREENSHOT, BUT COLIN MCRAE RALLY 3 HAS GOT SOME QUITE STARTLING EFFECTS UP ITS SLEEVE. JUST CHECK THESE OUT.

LOOK AT THAT. RAIN. A DARK, dreary winter's day – at least you can be confident the game's captured the feel of Great Britain, anyway. But never will such a drippy, mundane scene have caused such an incredible stirring of passions as it undoubtedly will when you see this moving. The team behind McRae really has managed to capture the effect with astonishing realism, and the sight of wipers smearing across the screen – only for the rapidly clearing view to be obscured once again by a fresh spatter of raindrops – only adds to the already considerable ambience created by the level of detail elsewhere. Both Colin and Nicky are properly modelled, so lovers of the in-car view will see them rock and bounce as the car strains at the road. Then there are the damage and dirt effects we've gone into elsewhere, but this luxurious eye candy isn't just confined to the car.

Rally games have always suffered inordinately from the unrealistic barrier syndrome, but now the flimsy orange tape has leapt from being something that could break the spell with a single unreal clonk to something that will suck you in even further. At last, it's actually *flimsy*. Not only can you plough through it at will, but it behaves so realistically it's almost spooky, trailing thinly after your car like a supermodel's entourage. It looks *very* special. Yes, we know exactly how geeky it sounds to pick out such trifling details, but when you see it all you'll cry. Promise. It's that beautiful.

GREY DAY Christ, flashback: ferried to school through the lightless corridor of January, speechlessly through the rain, delivered into the heart of the mundanity of evil...

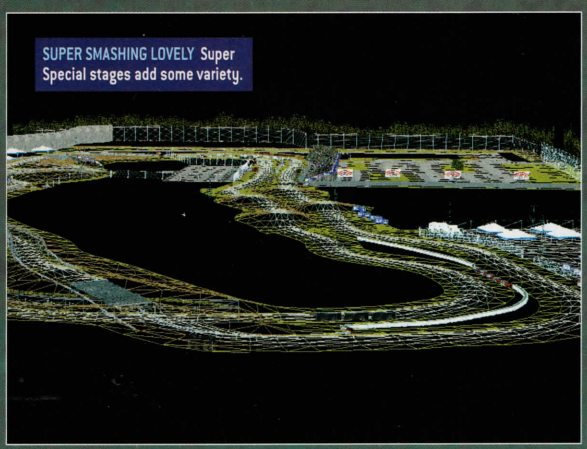
and reloading if it goes wrong – then you're missing out. Codemasters want to include a sense of *danger*, the very element that throws motorsport into such fascinating relief and the very element games naturally lack. It's not your arse on the line after all – it's embedded comfortably in the sofa. Of course, the danger for the developer lies in making the game *too* unforgiving. But with players taking on such a long campaign, it can afford to take the risk of occasional forced disappointments – and so can we. So long as the AI competitors are equally fallible, having to accept the consequences of our actions will lend an entertaining edge of fear. Just think: a driving game where you don't go as fast as you can, but as fast as you *dare*. We think it's onto something here.

I LOVE THE SOUND OF BREAKING GLASS

Anyway, it'd be a shame to reduce such a startlingly impressive damage system to mere graphical frippery. Smashing up your steed is obviously going to affect its handling and speed, so even smaller, non-rally-ending

"HAPPILY FOR YOU, YOU PSYCHO, YOU CAN NOW GO BIGGER THAN EVER IN YOUR QUEST FOR THE ULTIMATE ACCIDENT. AND IT'S ALL DOWN TO THE LANDSCAPE"

crashes have an impact on your competitiveness, perhaps to the point where you must forget about velocity and simply nurse it home. Bumpers sag and fall off, bonnets, boots and doors rip open and tear away, wheels shear and careen into the distance, glass shatters, dirt builds up and is washed away by rivers... you can really screw this up. There's no need to fret unduly, however. The inevitable sideswipes and edge-of-control biffs of normal (for us) rally driving aren't going to instantly wreck your chances. As we've said before, realism is not considered a good enough reason to include something that'll spoil the fun. No, if you're going to seriously damage the chassis, you're going to have to go big. Very big.



SUPER SMASHING LOVELY Super Special stages add some variety.

Happily for you, you psycho, you can now go bigger than ever in your quest for the ultimate accident. And it's all down to the landscape. It seems that PSone was lacking in the Tardis-like qualities of its successor, and previous games had to be made of ribbons. Really. The tracks were created in long strings, ribbons surrounded by textured tunnels that faked a reasonably convincing location. But PS2 has far greater innards, and the developer is creating *five-kilometre square* areas of geographically-terrifying outdoors. The tracks are cut through this, just as real roads would be, and there can be several stages criss-crossing the area. Naturally this also leaves considerable scope for tweaking, so you can expect some truly polished and unique looking results. Sometimes you'll cross roads you've seen before; landmarks are visible from all over the countryside; junctions can throw up problems for those not listening *very* closely to the notes; and you can crest brows to witness distant roads and fields stretched out before you in all their glory.

Of course, you may also go stonking into a misjudged turn and flicker off a cliff in a spray of gravel. The absence of the ribbon system means that track boundaries need no longer be so solid, which in turn means you have more scope for getting it wrong... drops may now be dangerously unguarded, meaning you can't hurdle around those bends with the same reckless abandon as before. And no more impenetrable barriers masquerading as flimsy orange tape. Splash down in a lake and you'll be reset to the road rather than left struggling – again, straight realism gets beaten by fun – but any damage you've incurred on the way down will remain.

I LOVE THE SOUND OF BREAKING GLASS

It's a no-brainer to assume that *Colin McRae Rally 3* will be an impressive game. Codemasters has the history, it has the talent and it has the desire to build on both. We've seen the game in motion, so we know it's technically as good as players of the PSone and PC versions have come to expect – all that remains to be seen is how impressive the finished version is. There are an awful lot of rally games out there now, (with new ones being announced every day it seems) and many of them have traded on past versions of *CMR* rather too heavily, leaving the format feeling somewhat over familiar.

So the question is not just whether it can it beat the beautiful *V-Rally 3*, it's can it beat *itself*? Can it surpass the incredible level of expectation that awaits it? Guy drains the last inch of beer and settles back into his creaking chair, slowly pondering over the concept that the ultimate test of *CMR3*'s success will be the series' legacy. "You're constantly battling against yourself, really. The whole deal with Colin McRae 2.0 was to build a worthy successor to a very popular game, and that really does make things quite difficult for us... the key to this game is the handling, how good the car feels during races. If the handling isn't there and you can't properly control the car down those narrow roads then it just isn't fun."

Clearly Codemasters want this version to be both fun *and* involving and, like Colin himself, it's not prepared to let anything stand in its way. It's unlikely it'll thunder head on into a developmental redwood tree or barrel roll over the September deadline but – again like Colin himself – its progress can't help but be captivating. Whatever happens.

PSW

SNAP HIM OFF That'll teach him to urinate in sub-zero temperatures.

SMACK MY DITCH UP The crash physics are spot on. Tee hee.

Q&A NICKY GRIST

DESPITE IT BEING THE RUN-UP TO CYPRUS, COLIN'S CO-DRIVER NICKY GRIST FOUND THE TIME TO ANSWER PSW'S QUESTIONS. TURNS OUT HE'S A VERY NICE MAN – AS IF WE NEEDED MORE REASONS TO SUPPORT THE PAIR...

DO YOU PLAY THE GAMES?
Yeah, but I wouldn't call myself an expert! It's a bit of a busman's holiday for me.

SO HOW DO YOU RATE YOUR REAL-LIFE CHANCES IN CYPRUS (TWO WEEKS AWAY AT THE TIME OF THIS INTERVIEW)?
It shouldn't be too bad actually, now we're back on gravel. The tarmac events haven't been too good to us.

IS THAT BECAUSE OF A SPECIFIC PROBLEM WITH THE FOCUS?
It's probably a combination of the car, tyres and what have you. It just hasn't got the best of balances, whereas the French makes, Peugeot and Citroen, have built these cars first of all to run on tarmac. Ours is an all-rounder that doesn't have the ideal balance and weight distribution. But saying that, we've got a new engineer who's really taking us forward now.

SO DO YOU THINK YOU CAN REPEAT THE THREE WINS IN A ROW YOU MANAGED LAST YEAR?
Well I can't see why not. Certainly the Focus is as quick as anything else on the gravel.

WE MUST SAY THE IN-CAR FOOTAGE IS AMAZINGLY IMPRESSIVE. TO BE HONEST, WE DON'T REALLY UNDERSTAND HOW YOU DO IT!
Yeah, well! Mad, crazy... I've been called everything in the past.

BUT IT'S CLEARLY A BIT MORE THAN THAT, ISN'T IT? IF YOU WERE JUST MAD YOU'D BE IN THE TREES THE WHOLE TIME.
Oh, don't get me wrong, you need a fast driver. But the co-driver is basically enabling him to do what he does best. Without that information he'd lose 25 percent of his speed. It's absolutely vital.

WE HEARD A STORY THAT YOU MET COLIN IN A PUB...
Well, not exactly. I was with Toyota at the time and he was the up-and-coming wild boy coming up through the ranks, and we were brought together by our now ISC team boss Dave Richards [who also runs super-rich F1 team BAR].

SO THESE PACE NOTES... YOU'RE SITTING SO LOW IN THE CAR NOW YOU CAN'T SEE OUT [ONE OF THE NEW ENGINEER'S MODIFICATIONS], BUT IT DOESN'T SEEM TO CAUSE MANY PROBLEMS. WOULDN'T YOU LIKE A PERISCOPE OR SOMETHING?
No, it's not too bad. You know – obviously it takes a little experience – from the G-forces and the feeling in your bum exactly where you are, if that's a third gear left or a second gear right or if you're on a very quick section, you've just got a feeling.

IT MUST BE DIFFICULT IF YOU MAKE A MISTAKE AS A NAVIGATOR, THOUGH. HAVE YOU EVER MISSED A PAGE OR DROPPED THE NOTES OR ANYTHING?
Well, we're all human... I mean, drivers make far more mistakes historically, far more mistakes, but if a co-driver happens to make a mistake it's a major disaster, you know? But in hindsight it's nothing in comparison.

WE CAN'T QUITE REMEMBER WHICH RALLY IT WAS, BUT THERE WAS A LITTLE BIT OF IN-CAR...
Ahh, that was Sweden! That was something that was blown *right out* of proportion, it was nothing like the guy tried to portray – he said we'd lost a second or something, but it was nothing like it. Was that the one?

NO.
Ah.

SO WHAT HAPPENED IN SWEDEN THEN?
Oh, they just picked up on something. There was a long straight with a flat crest in the middle of it and for some reason we didn't have it [in the notes], and I looked at it and thought, "What the hell's going on here?" and then after the crest and just before the corner I got back on the notes again in, like, a bit of a hurry... oh, and he tried to make out it was a disaster, but it was just a mistake in the notes. This guy who's making all these comments is going to have his comeuppance sooner or later anyway.

WHAT, JOHN DESBOROUGH?
No, Robbie Head's his name. He's there as [Channel 4's] expert and he's picking on every little tiny thing to try and justify himself and I'm sure that a lot of it is really not justified... he makes a big mountain out of a molehill.

HOW DO YOU PREPARE FOR A TYPICAL RALLY THEN?
Well, there's about three days work going through pace notes and road books and what have you, and you put a lot of effort into your personal fitness as well.

SO THAT'S IMPORTANT FOR THE CO-DRIVER AS WELL?
Yeah, you don't have to be as strong as Colin because he's doing all the physical work, but mentally you're using your brain far, far more. You can be in the rally car up to 16 hours a day, which becomes quite strenuous.

HAS THAT NOT CALMED DOWN A BIT SINCE THEY SHORTENED THE STAGES AND CENTRALISED THE SERVICE AREAS?
Well, not really. A lot of the days are longer than we've ever had before.

DO YOU FIND AFTER ALL THIS THAT YOU TAKE THIS STUFF HOME WITH YOU? DO YOU FIND YOURSELF SUBCONSCIOUSLY PACE-NOTING THE WAY TO TESCO?
[laughs] No, not really...fortunately! In the upcoming game, we're using a simplified version of Colin's system, as it's very difficult to transpose exactly what you use to a game, but one thing for sure is that what you're going to have in *Colin McRae Rally 3* is going to be a lot, lot, lot closer to the real thing than anything that's been produced in a game before.

ARE PEOPLE GOING TO ABLE TO UNDERSTAND IT THEN?
Yeah. Absolutely. With *Colin 3* if you're pretty nifty you should be able to drive pretty quickly from the word go, because you'll be able to listen to that information and use it correctly.

TALKING OF GOING OFF, HOW DO YOU DEAL WITH THE CRASHES? THAT ONE IN CORSICA LOOKED TO BE A MASSIVE IMPACT
Basically it's part of the job. It's more publicised now, but we've had some pretty major accidents in the past, and some of them have been pretty fierce. But you just take it in your stride, it's part of the job. And you're paid a little bit as well to take the rough and tumble... that's professional motorsport.

THIS YEAR WITH ALL OF C4'S NEW COVERAGE, IT'S BEING SAID THAT WORLD RALLYING COULD BECOME AS BIG AS F1. DO YOU THINK THAT'S ACTUALLY POSSIBLE?
I think it's probably going to be bigger. It's so much more spectacular, for one thing. I mean,

Allsport

did you watch the Brazilian Grand Prix at the weekend?

GOD IT WAS DULL.
I mean, Jesus! How boring is it going to get? The only thing F1 has got is that they race each other, and the only excitement you're going to get is when one of them whacks somebody else!

DO YOU THINK THE FOCUS CAN WIN THIS YEAR? OR HAS IT PEAKED ALREADY IN ITS DEVELOPMENT?
Well, we've got the new engineer, but he came in during December last year, unfortunately a little bit late and he missed all the homologation of major parts. Since he's been working on the car [he's found] a lot of areas he needs to improve and things to put on, but he can't do anything until the middle of the year because of the homologation situation.

THAT MUST GIVE YOU PLENTY OF HEART FOR THE SECOND HALF OF THE YEAR, THOUGH?
It does, yes, absolutely... I think we were a little behind in the engineering stakes, but things are coming along very quickly. I see great inroads being made into the Focus and it's going to be a much better car. It wouldn't take a lot to turn round our championship.

"ROBBIE HEAD [C4 EXPERT] IS PICKING ON EVERY LITTLE TINY THING TO TRY AND JUSTIFY HIMSELF. HE MAKES A BIG MOUNTAIN OUT OF A MOLEHILL"

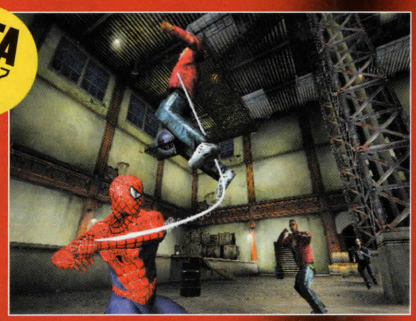
AND YOU THINK PEOPLE LIKE PANIZZI WON'T BE QUITE SUCH A THREAT FROM NOW ON?
No, no, he's only been good on tarmac events, he's never ever shown on gravel or snow or anything. He does have a few tarmac events to come, but one of them is completely new and he's never done it before.

THAT'LL BE THE GERMAN RALLY?
Yeah. It's a funny event anyway. The stages are very strange, very narrow, twisty roads through vineyards and open tank tracks, mud-covered tracks that're really quite horrible... I think it's going to be difficult for Pannizi there.

"SO WHY DON'T THINGS GET STUCK TO HIS HANDS THEN?"

WORLD WIDE WEB A skyline. AKA superheroes' playground.

ETA JUNE 7 2002



SWINGING PARTY "I just wanted to swap my wife, now I get this!"

A LYCRA STORY Any higher and this could result in a nasty rip.

SPIDER-MAN THE MOVIE

MOVIE. GAME. GAME. MOVIE. SHOULD WE CALL THE WHOLE THING OFF?

TYPE | ACTION/ADVENTURE
PUBLISHER | ACTIVISION

GAME GLANCE
/ Spin a web...
/ Any size...
/ Catch some thieves...
/ Just like flies...

SEE IT ON DVD
/ Watch Spidey in action
/ Eradicate supercrime
/ A decent movie game!
/ None of the naff old baddies

THE THING ABOUT SPIDER-MAN IS, he never seems that strong. It's often explained in the Marvel comic books that he's in possession of "the proportionate strength of a spider" – which one presumes is, well... good. Yet, up against Rhino, Scorpion, Thor *et al* he consistently takes a thorough shoeing. Strange then that such a (comparatively) puny hero attracted the biggest following in comicdom. But perhaps it is his humanness; the inherent personable honesty with which the character has been handled that has endeared him so. It's a trait the impending movie is sure to advance, while this will doubtless erode.

But while the medium of games isn't so far suited to conveying the nuance of emotion, it is able to kick-out a high octane, web-chucking swing-about that can snare your free time as though it were a freshly netted super villain. And here it does.

OAP PSone graduates already adept at puking wrist string over daftly suited baddies will find this jaunt familiar. But there are some important advancements; easily enough to warrant moving your inner crime fighter to these more up-scale Manhattan environs. For a start, it looks smashing. As it's developed by Treyarch, the creator of the slightly disappointing *Spider-Man 2 Enter: Electro* on PSone – rather than original team Neversoft – *PSW* wasn't anticipating anything too eye-hammering. Yet Spider-Man moves beautifully; he's sublimely animated and thankfully the necessary transparency of the walls and ceilings manages not to detract from the overall gorgeocity.

PSW PROPHECY

BEST BECAUSE
▲ It looks sublime.
▲ Spider-Man is money.
▲ It's uber-fast
▲ Great draw distance.

WORST BECAUSE
▼ He doesn't use a gun.
▼ Tight lycra is like soooo last season.
▼ Um... that's it.

IT BEGAN IN ARACHNIDA-DA-DA-DA

Initially picking the game up, one is taken aback as to quite how agile the man spider is. Flipping, tumbling; one button press and he's squatting on the roof, peering down on his assailants. It's a vital skill when, outnumbered and out-fisted, it becomes time to re-group oneself out of harms way. It's hairy stuff and a dextrous approach to joy-paddery is completely needed; it's also vital to become more than familiar with the possibilities associated with your webbing. You can lasso your foes, create a set of web-gloves and pummel them, you can cocoon them, plus you can use your web as a kind of zip line, enabling you to take Spidey across horizontal distances at speed. And there's more... For *Metal Gear*-inspired stealth missions he can lower himself down on a web-line and hoist himself back out of view, smartish, should a guard be in eye-range.

8 LEGS, 1 ARSE The spider-guff is the game's most powerful tool.

SOCIAL CLIMBER But you can start falling just as easily...

SPIDERBAM Kick him in the green ghoulies. If he has any.

RED MIST I'm gonna Parker my boot in your face.

CLOSED TO PUBLIC Why do museums open late for superheroes?

THE GREEN GOBLIN He's green you know. And a goblin to boot.

Obviously Spider-Man likes to mix it up a bit fist-wise too. Here it's no different. There are separate punch and kick buttons, which can be spliced to toss forth some combos. However, in our experience, belting kick over and over seems to reap rewards. This is perhaps not an ideal scenario and one would hope for some enforced variety in the final game.

What is genuinely new is the whole notion of aerial combat. For a super-hero who doesn't possess the power of flight, Spider-Man spends an inordinate amount of time sky-bound. Fortunately, waz some web anywhere among the outside city skyline and you'll snag something – even though sometimes it looks like you shouldn't. But this doesn't offend particularly and is a necessary evil to keep the game playable and moving up to speed. You take on The Green Goblin above the Times Square Parade – a scene straight out of the movie, fact fans – while feathered baldy The Vulture is another boss fight that takes place *sans terra firma*. The idea is to swing about dodging attacks while globbing thread at the bird man, but, but... horror, you run dry of webbing. Thus, in this instance it's advisable to swing above Vultch, land on his head and slap the dodo's stupid pate until you irritate him to death. The wonderful thing about these aerated encounters is that there's no fogging of the skyline – while the PSone versions suffered with this most nebulous of maladies, here we're mist free. And 'stunning' doesn't do these urban vistas justice.

BIG AIR AND MORE SHOCKING NEWS

There are other major league baddies that require a drubbing from a more ground-based perspective though. The Scorpion – purple animal mutation experiment gone wrong – will twot at you with his enormo-tail while The Shocker – yellow ex-con with air vibrating suit – will chuck vibrating air at you which you must niftily dodge, while looking for a way to counter. It's full-on action all the way, oh yes. Which will please those with a penchant for the brutal.

Those of a more cerebral bent are less well served. Bruisery it does. Perplexery it don't. Most of the 'puzzles' – for they are so by name only – require simply the acquiring of a key or perchance the depression of a button. Those hoping to employ more of Peter Parker's chemistry sodden brain flaps will be wracked by tinglings of spider-disappointment.

Currently there looks like much to recommend in this cinematic game fusion. It's fast, slickly constructed and with 25 odd levels it should keep all armchair heroes button bashing long after the flick turns up in Blockbuster. It's good to see a film-game finally looking like it would stand up even without the cash-money-crutch erected to support the marketing of the flick. Nuff said.

/ STEPHEN PIERCE

"THAT MARY-JANE WAS A BIT OF ALRIGHT...!"

WELL PERHAPS, BUT THAT WAS A LONG TIME AGO. IF YOU'RE OUT OF THE SPIDER-LOOP, CHECK THIS...

IF YOU'RE READING THIS AND REMEMBERING COMICS OF YORE – PASTEL IMAGES, cheesy 60s Americano hip-speak and an implausibly shy chick-repelling Peter Parker, then you're old news Daddyo. Get with the program and dive back into the hyper-confusing Spider-World via *PSW*'s mini guide.

/ AMAZING SPIDER-MAN

This is one of the two main titles. It's currently written by J. Michael Straczynski. It's a solid title and one that sets its tales in the current 'real-time' *Spider-Man* universe.

/ PETER PARKER: SPIDER-MAN

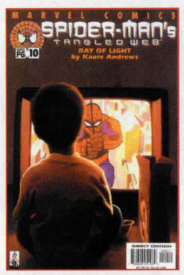
The other main regular title. It's currently written by Paul Jenkins, and the stories run con-currently with *Amazing Spider-Man* and occasionally overlap.

/ ULTIMATE SPIDER-MAN

A retelling of *Spider-Man*, right from the start. This one's written by Brian Michael Bendis. It's a nice book, good for non-purists or first timers.

/ ULTIMATE MARVEL TEAM-UP

Features Ultimate Spider-Man (he from above) teaming up with another super-hero. Written by Bendis, as well as other guest writers and artists.



/ TANGLED WEB

This comic features various stories that happened either in Spider-Man's past, or in the present timeline, but are not strongly related to current happenings.

/ SPIDER-GIRL

The *Spider-Girl* comic happens in an alternate universe where Peter and Mary-Jane had a baby girl who inherited Spidey powers. It's written by Tom DeFalco.

FIRST OPINIONS PSW

Swing along at max. It'll make you wanna rescue your *Spider-Man* jim-jams from the attic, cram your burger-and-booze-sodden carcass into them, and climb up and down the stairs on all fours. The wriggly little Spider-Man looks fabulous, it's a joy to play and well, Jesus... you know, you can BE Spider-Man! Trust us, this is going to be good.

"ELECTRONIC ARTS IN F1 UPDATE SHOCKER!"

PITS AND PIECES **But only FIA approved crashes.**

ETA MAY 2002

F1 2002

IT'S THAT TIME OF THE YEAR AGAIN, AGAIN, ONCE AGAIN. AND IT'S NOT LIKE LAST YEAR'S WITH DIFFERENT PAINT. HONEST.

TYPE	DRIVING
PUBLISHER	EA SPORTS

GAME GLANCE

/ The same old tracks
/ The same number of cars
/ New paint!

PSW PROPHECY

BEST BECAUSE
▲ Plenty of challenges add something new
▲ You can now slipstream, and get 'in the zone'

WORST BECAUSE
▼ The handling is still wildly and annoyingly suspect
▼ It's essentially the same game again

FORMULA ONE IS PERHAPS NOT the happy-go-lucky sport it once was. Each winter, motorsports fans get progressively more excited as new drivers, new cars and sometimes even new teams are announced. Dramatic features sprout in the press: Takuma Sato is quicker than Ralf Schumacher! Giancarlo Fisichella is quicker than Michael Schumacher! Toyota is quicker than BAR! It's going to be really thrilling this time, we promise! Excitement mounts as the memory of last year's dirge fades, and then of course the lights go out, the electronic systems take over from the driver and it's not interesting at all. And this is what F1 games are simulating.

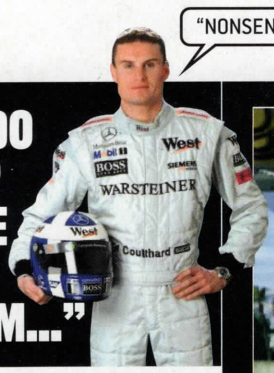
Unfortunately, the FIA, the sport's governing body, guard its product's identity jealously. Licenced games are not allowed to depict anything outside the year in question, severely limiting what developers can do – that's why none of them have more interesting tracks or cars as unlockable bonuses. And because of it, F1 games are doomed to replicate the sport *extremely* closely, right down to the way nothing seems to change beyond a few sponsors stickers and the reasons why David Coulthard is the unluckiest man ever to have a (theoretically) competitive car.

All of this is a very long-winded way of saying this: *F1 2002* is substantially the same as *F1 2001*. Naturally the new Toyota team is included, but as Prost is no longer competing it makes little difference – there are still 22 cars. Two of them are red and white now instead of blue, though, which should please, oh, everybody. The highly questionable Phoenix team is naturally absent as well, but seeing as its cars have so far been prevented from racing in real life, this seems fair. But what if the courts overturn the Ecclestone's diktat and let these repainted Prosts back into the championship? The world will end, that's what. The backmarkers in your races will look slightly wrong. Civilisation will collapse. Huh.

Naturally all driver changes have been observed, yet the cars themselves appear to be generic (and rather out of date) shapes. There's still time for EA to plug in some spanking new chassis, of course, but whether it will or not remains to be seen – and the late appearance of Ferrari's 2002 car means you may well miss out on it completely. The other natural problem is the AI – not so much the way it behaves, which remains entertaining, but the way the grids line up for races. Nobody expected the Jaguars to be so far back or the Renaults to be so far forward, and that's reflected here. Perhaps it's time players were given some kind of capability to adjust the teams' relative performances? To input qualifying data as the season progresses, perhaps?

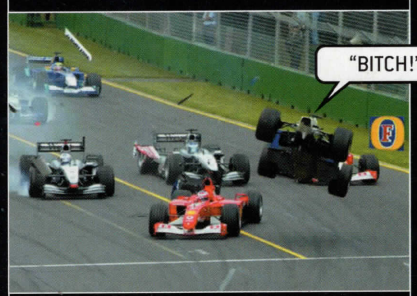
FORMULAIC ONE

So, farewell 2001. Hello 2002. Despite the turning of the calender, by definition the tracks are the same as before. Graphically they burn brighter, with some attractive sun flare and light bloom on the road. We're always happy to see prettier graphics, although at the moment it does seem to have come at the expense of the smoothest frame-rate.., again, EA has time to sort this out, but it's not going to ruin the game even if they don't. It'll just be a little chuggy. Beyond the obvious, however, there are some more quantifiable changes, including 11 new challenges for the



"WHAT DO I THINK? I'LL HAVE TO ASK THE TEAM..."

BRAVE ENOUGH TO COPE WITH A BLOWOUT AT 210MPH. TOO SCARED TO BLAME THE TYRE.



TODAY'S DRIVERS ARE PAID MILLIONS OF POUNDS. THEY'RE TOUGH, DETERMINED AND INTENSELY GIFTED. AND THEY TALK UTTER COBBLERS.

//THE ROYAL "WE"

Not one of them can say "Stupidly, I drove the car into a wall of tyres and bits snapped off." Instead it comes out thus: "Unfortunately we had a small problem which the team has yet to clarify and the aero package was too damaged to continue."

//THE USE OF "PACKAGE"

Aerodynamic efficiency is a package. The car is a package. The tyres are a package. The team is a package. Everybloodything is a bloody package. So why don't Jordan get title sponsors DHL to deliver them to the damn podium?

//THEY'D LIKE TO THANK THE TYRES

The press conferences are a shame-inducing joke. Nobody ever says anything remotely contentious or interesting, and that's because the drivers are mere puppets. That's why you only see them from the waist up. The real drivers are hiding behind the screen, bending dutifully to pick up the sponsors' soap.

//THE LIE OF EXCITING PITSTOPS

Once in a blue moon a car might pit three times, but most races are one or two stoppers. Given that a car driving down a straight pit lane at 50mph isn't interesting, you can discount the time it takes to get in and out. That leaves around 8.5 seconds of action, maybe occurring twice. That's 17 seconds in all, diluted in two hours of race. That's 0.23 percent of the total experience. And they don't even burst into flames anymore.

/ THEY CAN'T POINT THE FINGER

The engine could explode, the tyres could melt, the steering wheel could come off and the clutch could shower their families with shrapnel and they wouldn't say a thing. "We think it might be an electronics failure in the main package," they mouth as the car sinks into the tarmac like the Titanic, a series of explosions rippling though through the chassis, "we've got some new parts to test. Move along, there's nothing to see here."

//EVEN THE CRASHES ARE CRAP

As soon as somebody stoves their car, or unwraps their package, whatever... it's magically smothered in a sheet. It's rushed back to the garage where barricades go up and the team manager comes out with one of those memory-erasing sticks from *Men in Black*. Apparently it's got a new exhaust, but we'll never, ever see it. Why don't they just leave the covers on from the official launches? It'd save time.

ACE OF SPEEDS The always devastating (!) Arrows team has its annual stats revamped for 2002.

option-opening Challenge Mode: you must now perform against other drivers as well as certain corners and track sections. There's also a Team Duel mode, where your main objective is simply to beat your teammate, rather than win – play as Jenson Button and experience F1 as he does.

GIVING PEOPLE THE SLIPSTREAM

The most noticeable change to the driving dynamics themselves is the addition of the 'slingshot bar'. Jink into the contrail of a car's visible slipstream and you'll get a worthwhile speed boost – fill the bar and you're undoubtedly in (wait for it) 'the zone', complete with motion blur. It certainly helps when you're not in a front-running car, as (mercifully) there's no charging through the pack as if you've another 200hp in this game. You're going to have to earn your place.

You're also going to have to earn the new EA Sports Cards if you want to unlock everything. These come in bronze, silver and gold versions, and relate to challenges taken from right across the game, such as getting ten podium finishes, beating your teammate in the Minardi Team Duel or passing the Toyota advanced challenge. Unlike the more specific tests in Challenge Mode, then, you'll probably complete quite a few of these as you're playing the main game itself. EA has at least gone to the trouble of trying to give players something new, for which it should be applauded.

But the core of the game inevitably remains the same, and the driving model of last year's effort didn't impress anyone at *PSW*. We'll have to see if it sticks with their bizarre steering system – where quick bursts of full lock have nearly zero effect, and the wheels only respond (in their own time) to prolonged inputs – because if they do, all the pretty graphics and driving tests will be for naught.

/ STEVEN WILLIAMS

FIRST OPINIONS PSW

Our playtest revealed some impressive new features and graphical tricks, but for now the steering system remains highly irritating – you can never quite be sure if or how much the car will turn. And that's sin number one for a driving game. Will it improve? We hope so.

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IF YOU DIE, SHE DIES. IF SHE DIES, YOU DIE.

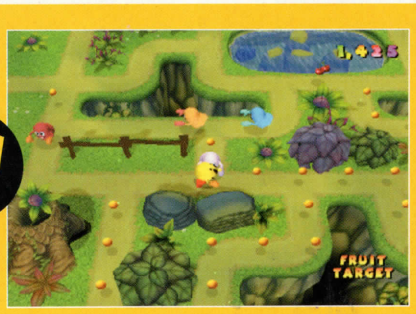
You are Ico, banished inside the evil Queen's castle alongside the beautiful princess. Her fate is in your hands.
If you are to find magical portals, escape routes and evade enslaved spirits you must work together. Trust is the key.

uk.playstation.com

PlayStation.2
THE THIRD PLACE

"EAT 'EM UP. YUM!"

ETA AUGUST 2002



PAC LUNCH It's not 2D or 3D, the perspective is sort of 2.75D.

CANARY DWARF Stop smiling, you're old, small and yellow.

PAC BUTCHER Will it appease modern State of Emergency kids?

PAC-MAN WORLD 2

DAD-GAME GETS UPDATED FOR YOUTHS BY THE ADDITION OF 3D GRAPHICS AND A COMEDIC STYLE. WE SAW IT COMING.

TYPE	PLATFORM
PUBLISHER	SONY

GAME GLANCE

/ A little round yellow man
/ Pleasant green hills
/ Gaps to jump

JUST BECAUSE IT'S OLD DOESN'T mean it's automatically a classic. Yes, *Pac-Man* was a massive social phenomenon at the time, but then so were the Furbies – and they were toilet. The new ideas drought that is crippling the entire world has lead to this contemporary reinterpretation of *Pac-Man*. Yes it is in 3D, and no, funnily enough, it isn't rubbish.

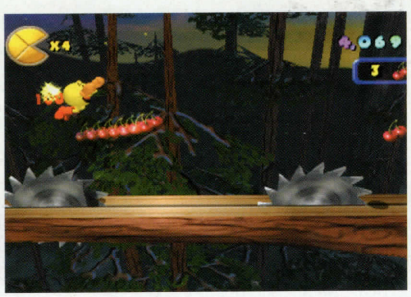
If we didn't print pictures you could guess how it looked anyway, what with its use of green platform worlds filled with blue watery bits, flowers, beautiful but deadly enemies and twinkly-sparkly power-up effects. *Pac-Man World 2* also offers other gaming enticements we've seen many, many times before: happy smiley levels filled with coins and pills to collect, gaps to jump, platforms to negotiate, enemies to bounce on. In terms of *Pac-Man* it's a huge leap forwards – but compared to other games it's quite remarkably clichéd.

But unlike other dullard platformers *Pac-Man World 2* has a kind of special shine that makes us like it. It's constantly smooth, the scenery remarkably solid, there are virtually no flaws in its presentation. It's a pretty little thing that's full of pleasant touches designed to make you happy. Although it's also full of exactly what you'd expect, with double-jumping to splatter enemies and plenty of gold things to collect. A basic story has even been cobbled together to explain why.

Mini games (entire old games, actually) are also included as a rudimentary motivating force. Collect the required amount of tokens in the game and you're able to pop in the Arcade for a go on the original game maps from *Pac-Man, Pac-Attack, Pac-Mania, Ms Pac-Man,* or even *Pac-Man World 2,* all reduced to a top-down level for traditional Pac-gaming. Easily enough to keep the kids happy, but whether or not it will be able to keep grown men entertained for any period of time is another matter altogether.

/ GARY CUTLACK

BAD INFLUENCE Kids these days... in my time, it was all about popping pills in darkened rooms.



PAC TO THE FUTURE Everything in the past was ace, including war.

FIRST OPINIONS PSW

We sighed and tutted, expecting it to be a rubbish old cash-in, then kind of went "Ooh!" when it turned out to be a pretty-looking right old laugh of a thing. But is it too kiddy for you? Can you complete it in an hour? And is *Pac-Man* still a contender in this day and age? Find out all in the forthcoming *PSW* review.

IT CAME FROM THE WOODS
Bulldozing. Trailblazing. Hell-Raising. Racing on the edge.
EA SPORTS BIG
Terror has a NEW FACE. An 800 hp MOTORIZED MOUNTAIN MONSTER. It DESTROYS in minutes what took nature EONS TO CREATE. Can you tame THE BEAST? Who will survive? And WHAT WILL BE LEFT OF THEM?
WWW.UK.EA.COM
PlayStation.2
SLED STORM
EA SPORTS BIG

PlayStation.2

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"WHERE'S PELÉ WHEN YOU NEED HIM?"

ETA JUNE 2002

PRISONER OF WAR

ALL YOU'VE GOT TO DO IS ESCAPE TO VICTORY. BUT THIS TIME THE GERMANS DON'T WANT TO PLAY BALL.

TYPE | PUZZLE ADVENTURE
PUBLISHER | CODEMASTERS

GAME GLANCE

/ Hyper intelligent Nazi guards block your escape
/ Open ended puzzles
/ Numerous escape routes
/ Increasingly more secure camps to escape from
/ Atmospheric action-sensitive musical score

PSW PROPHECY

BEST BECAUSE
▲ At last, a game that's refreshingly different
▲ We've all fancied a crack!

WORST BECAUSE
▼ There's a possibility that it could become monotonous after a while

IMAGINE A GAME BASED ON THE biggest, most horrifically destructive war known to man. You're thinking big, meaty, 1940s rifles, huge explosions and Boche-bashing by the truckload, right? Not quite. Instead, imagine wandering around like a school kid at playtime with a chessboard under your arm looking for someone to play with. Or lying on your bunk with only a dog-eared copy of *War and Peace* and your coveted issue of *Playboy* to relieve the boredom.

Prisoner of War chooses to ignore the sort of bullet-spraying, Nazi-slaying action we usually expect from a WW2 game and opts for a decidedly more calm, cerebral affair. Captured by the Hun and forced to endure the endless drudgery of kicking a baked bean can around in a futile attempt to simulate football, your only hope is to fashion some sort of escape from your mundane, incarcerated existence.

As is usually the course of action in these situations (we've all seen *The Great Escape* every Christmas for the last 30 years) you need to see a man, who knows a man, about a bloke in the know, who can get things from a discrete chap, who has a contact on the inside. But information can only be shared when numerous palms have been greased with the going rate in contraband currency. To get this cycle moving, your first task is to gather all the information you can before formulating a viable plan that will satisfy the escape committee.

IT'S COLDITZ OUT THERE

All of the prison camp clichés are in full effect here. There's the perma-starched senior officer, whose stiff upper lip needs addressing if you're to get permission to go 'over the top'. There's the chirpy Jack-the-lad who can get you anything at a price. The bulk of the characters are allied soldiers, continuing to wear their uniforms and enforce their rank from within the prison confines at the blessing of the accommodating Germans. And you? You can pretend to be Steve McQueen. In fact, the only stereotype missing is the 'nice' Nazi who mistakenly befriends the Brits, only to be betrayed as they make their bid for freedom. It's all a far cry

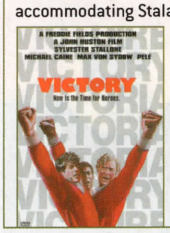
BEHIND THE INVISIBLE TABLE Not the best hiding place in the camp.

DEFENCELESS Perhaps a more subtle escape plan is needed.

ESCAPE FROM HOLLYWOOD GET SOME POW PRACTICE IN WITH THIS SELECTION OF ESCAPE FLICKS.

//ESCAPE TO VICTORY

A good introduction to your world behind barbed wire fences at the rather accommodating Stalag Luft camp. Before



you make a name for yourself as a serial escape artist, mill about like you're at summer camp and try to nutmeg Bobby Moore before smacking the ball at Stallone's fat head.

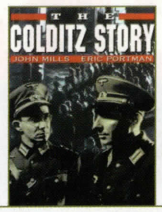
//ESCAPE FROM ALCATRAZ

Although not strictly a prison camp, this an excellent example of how to succeed in *POW*. Just follow Clint Eastwood's patient

reconnaissance and information gathering, mimic his ability to scratch backs in return for equipment and you'll be out in no time. We've yet to discover a bird loving inmate in *POW* though.

//THE COLDITZ STORY

There's no better way to get a feel for one of the most imposing prisons in the game than to visit the infamous Colditz. You're sent to

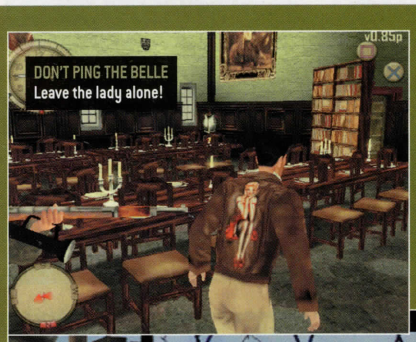


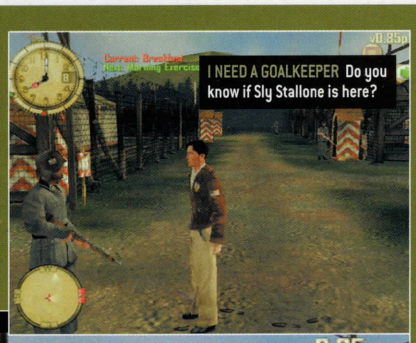
the high security camp to really test your mettle, having already escaped numerous times. Maybe you can pick up a few hints from these stand-up British men of honour.

//PAPILLON

You can't beat this for a lesson in persistence. With the help of Hoffman, the wrongly-imprisoned McQueen makes

multiple escapes from a penal colony in French Guyana, ending up on Devil's Island. However, it's unlikely you'll find a sack of coconuts much help in a German POW camp.





Current: Assemble For Morning Roll Call
Next: Morning Roll Call
v0.85p
POW-ER TO THE PEOPLE C'mon boys, let's get out of here!
Prisoner Barrack 2

from the concentration camps that were probably just a few barren fields away.

Still, it makes for a much less harrowing experience, and instead tests your observational nous and cunning without the threat of an abrupt and terminal gassing to end your endeavours. Here it's a Geneva Convention-friendly night in the cooler whenever you get spotted out of bounds, or a few days with matron if it takes a bullet in the leg to stop you from pegging it off into the woods.

The prison camp in *POW* works on a daily cycle, beginning with the morning roll call, and another following each of the main meals through to lights out. If you're not present at each gathering, the riot guards are called out to perform a camp-wide search and probably give you a good kicking off-screen when you're located. Each portion of the day is centred around particular areas (mess hall, exercise yard, barracks etc.) that you're forbidden from leaving. If you're going to steal the requisite equipment and work out an escape plan, you're going to have to be as invisible as Gary Barlow.

Where other more action-orientated games have their development time concentrated on jaw-dropping visual effects and action set-pieces, the majority of *POW*'s gestation has been focused on achieving incredible levels of AI. Every character here is blessed with the kind of savvy usually reserved for devious end of game bosses and testing chess opponents.

HALT! SCHNELL! AND OTHER GERMAN WORDS

Fellow captives will adhere to the prison rules, but out of German earshot they'll offer differing degrees of help depending on their particular personality and fields of expertise. German soldiers on the other hand, follow specific patrols until you give them reason to deviate from their routine. If you leave incriminating evidence in your wake or make a noise when your cowering in the shadows, they'll pursue you until you're behind bars.

Avoiding the soldiers is far more elaborate than the evasion tactics on display in *Metal Gear Solid*. Guard patrols need to be carefully monitored, to see just where you can sneak through or how you might distract them. Specific tools need to be obtained to aid your bid – disguises, stolen uniforms, shadows and face blackening boot polish need to be used craftily. And only the smallest of items can be concealed when you move about. You won't find the old 'magic pockets' syndrome here. Larger tools have to be carefully used out of sight of spying eyes and beaming spotlights. And when you've mastered all that, there's still the little matter of something very sinister going on behind German doors. Only you can nick the documents detailing their secret masterplan and get out of there with your ass in one piece.

/ MIKEY FOLEY

FIRST OPINIONS PSW

A game that requires you to think and think again before acting is a rare, but immensely satisfying experience. The sheer open-endedness of each task looks like making for a rewarding challenge where your input and decisions don't feel pre-ordained or contrived. Putting your meticulously crafted plans into action should be incredibly tense, and when you do eventually get out, you can expect a warm feeling of smug satisfaction.

"FOR THE LAST TIME THE NAME'S MAT, NOT TONY"

ETA JUNE 2002

SIMPLE THINGS This may be nothing in Mat's book...

FOO BIKERS Use the gauge to pull off spectacular tricks.

GRIND DOESN'T PAY It can only really lead to disaster.

MAT HOFFMAN'S PRO BMX 2

IT DOES EXACTLY WHAT IT SAYS ON THE 180 BARSPIN TO CURB ENDO.

TYPE | EXTREME SPORTS
PUBLISHER | ACTIVISION

GAME GLANCE

/ Selection of interactive real-world locations
/ Radical new collection of stoopid stunts
/ Bigger emphasis on manual combos
/ Mountain of varied multi-player modes

SEE IT ON DVD

/ Plenty of tricks
/ Brutal crashes
/ Combo trick gameplay
/ You know the drill by now

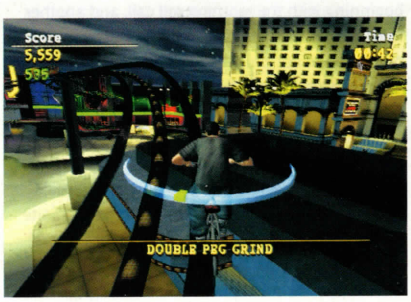
IT DOESN'T HAPPEN OFTEN, BUT when great talents in their field come together, the tantalising prospect is almost too good to imagine. Sometimes, like with the collaboration between Sex Pistol John Lydon and Leftfield, or DeNiro and Pacino on-screen together in *Heat*, the end product lives up to the hype. But more often than not, the results don't match the early expectations. So it's with great relief that we can safely say that *Mat Hoffman's Pro BMX 2* is looking like living up to its massive potential. With the backbone of the fantastic *Tony Hawk* series to base it on, Activision would have to try pretty hard to cock things up.

The similarities to Mr Hawk's third outing are noticeable throughout – from pastel-shaded cities through to neon extreme sport parks – but luckily each feature has been given a rather vigorous rub down a firm polishing to make everything that extra little bit funkier. The tried and tested progression from one themed area to the next remains, but this time it all comes under the banner of Mat's unfolding road trip from his inauspicious warehouse beginnings in Oklahoma, to the neon lights of Las Vegas and the sunny climes of Hawaii.

DO YOU COME HERE HOFFMAN?

Numerous extreme sporting tasks (balancing, scraping, wobbling) need to be accomplished to garner the cash required to move from place to place. A lot of the objectives revolve around your tour bus – collecting five fiendishly placed gas cans or locating the awkwardly placed keys to the ignition. And once you've accumulated enough cash to move on it's no longer a linear progression from location to location. Instead, at certain forking junctions on your route across the US you get to choose which destination to visit and bicycle through next.

There seems to be just a touch more detail than we were treated to in *Tony Hawk 3*, with cars motoring around the Los Angeles streets and yachts sailing up and down the Chicago River to help add depth and movement to this man-programmed world. The interactive theme is also continued with open drawbridges needing to be dropped to unlock whole new areas (minus ten points for creative thinking there), and closed warehouse doors blocking your path to riches.



GRIND AND BUMP Well, if you fail to keep your balance!

PSW PROPHECY

BEST BECAUSE
▲ *Tony Hawk 3* is great, this is just like *Tony Hawk 3*.
▲ Levels are huge and crammed with features.

WORST BECAUSE
▼ It's so like *Tony Hawk* it's starting to feel jaded.
▼ Is there going to be enough innovation to make it work?

SKIDSOPHRENIC Caught in two minds as to what to do?

PARK AND RIDE The levels are once again expertly designed.

LIMB REMOVAL Classic Hoffman – the aptly named 'No Hander'.

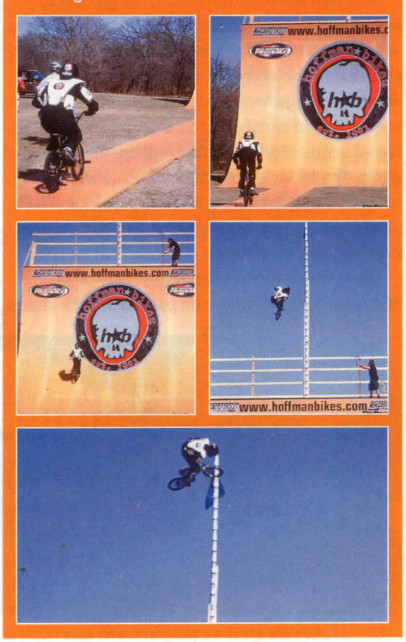
ENDO THE UNIVERSE Or it might just be nighttime.

"I CAN SEE MY HOUSE FROM HERE"

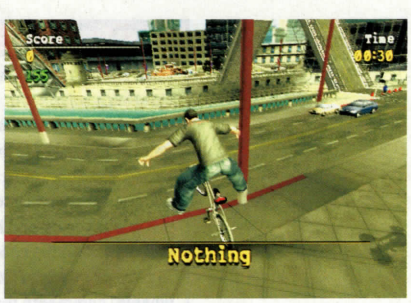
THE MAN HOFFMAN IS A GENUINE LOONY. WE WANNA BE LIKE HIM.

//TEN TIMES WORLD BICYCLE STUNT CHAMPION

Mat Hoffman is a man driven by extremes. 14 major operations, a growing family to look after and a sprawling business to run haven't diminished his love of pushing his bike handling skills to the limit. After taking his bike base jumping off 3500ft mountains, he decided to return to his first true love and attempt to beat his own vertical jumping world record. Dragged up to speed by a motorbike, he took off from a 24ft tall quarterpipe and soared to a staggering new record of 30ft of clear air above the ramp. Just imagine if he lost control. A 54ft drop onto a crown jewel busting cross bar. We'd love to see the developers include a mode like this in the final game? Are you listening Activision?



So far, so *Tony Hawk 3*. In fact the two games are so similar, only the lesser number of wheels on your machine gives any indication that you're looking at a totally new extreme experience. It's only when you pick up your steel steed that you notice the considerable differences between the two. Ask anyone who's bawled like a baby after scraping a pedal up their shin and they'll agree that the proximity of a sturdy steel bar to your important bits is slightly more terrifying than spraining your ankle by landing awkwardly on a plank of wood. Oh, and BMXs are heavier and slightly less manoeuvrable, making the demands placed on you, the avid gamer, all the greater.

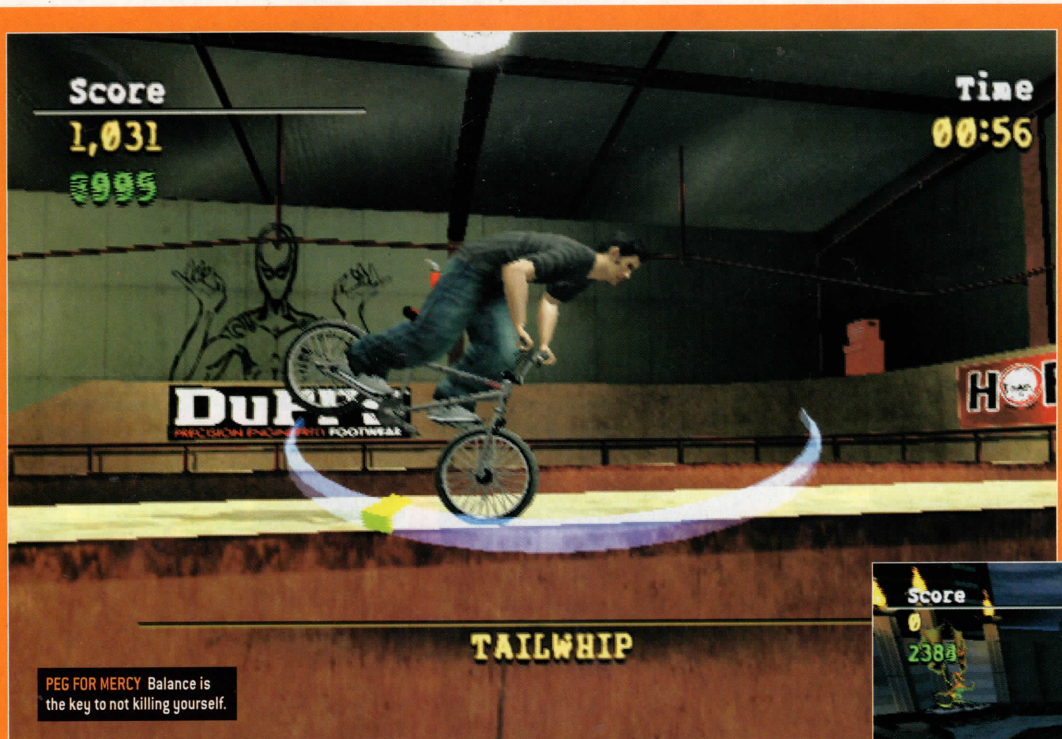


PEDAL GEAR SOLID Nope, no depressingly dull cut-scenes here.

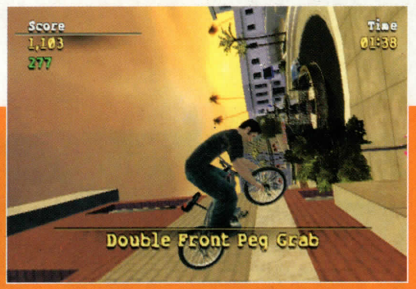
ALL I NEED IS THE GROUND THAT I TWAT

The result of this differing equipment is a game that's focused as much on your ground trickery as your ability to gain big air and pull off the usual "look Mum, no hands" stunts. Previously, groundwork was reserved for those trick-linking manuals between ramps and railings. Now it's a significant part of your bar twisting, wheel-hopping repertoire and it's all down to a much more forgiving balance meter.

Whenever you pull off a move requiring deft balancing skills, an icon appears with a gauge that swings from right to left and back again in conjunction with your rider's position – hey, just like the one in *Tony Hawk 3*! Let it sway too far in one direction and your rider will topple over in an embarrassing heap of grazed elbows, bruised genitalia, bent spokes and dirty chain marks on >

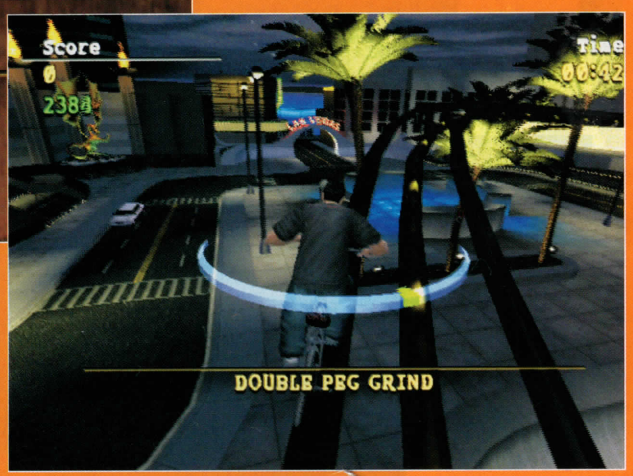


PEG FOR MERCY Balance is the key to not killing yourself.



BMX-RATED SUPERSTAR He's a man of danger, and we salute him.

STUNTED SEQUEL Expect another Mat Hoffman in 12 months.



BIKE FOR YOUR RIGHT TO PARTY The interactivity of the game levels has been vastly improved.

WHEELIE EASY We had to squeeze this pun in somewhere...

ONE LAS HURRAH There're some familiar in-game locations.

his new jeans. You know the score. It's been a feature of *Shaun Palmer* and *Tony Hawk* games for years, but now at errs on the side of the gamer... which enables you to string together a vast array of tricks, to the extent that your bike rarely rolls along on two wheels. You can travel the entire length of a street without turning the pedals or rolling your tyres along the tarmac, hopping, spinning and twirling your frame *ad infinitum*.

This new element transforms the gameplay from the usual 'search for the biggest ramps in the vicinity' to a much more random and free form experience. Trick combos can be performed absolutely anywhere, taking Mat from a succession of aerial acts to a manual and ground-based series of showboating flippery in a matter of yards. The focus is now much more evenly spread, with the balance shifting from *Hawk*-esque frantic air escapades to a flowing blend that demands a fuller repertoire of moves.

You'll notice that certain levels have been designed with the accent on particular trick styles. Recognising this and then maximising the obstacles laid out in front of you is the secret to huge point hauls in *MHPB2* (as the kids are calling it these days). That is if you can keep your eyes off the lovely graphical touches that adorn each area, as since they developed that wonderful water effect for *Splashdown*, it seems Rainbow Studios can't resist showing it off in everything other game they do. It's everywhere! It's the new lens flare.

PEDAL OF HONOUR

As usual, there's a lengthy list of pro bikers featured in the game. Chad Kagy, Joe Kowalski, Mike Escamilla... we'll stop now because you're all going to pick masterful Mat Hoffman anyway. But he won't give you the sort of advantage, especially in multiplayer games, that you're hoping for. More intriguingly it's up to you to mould your chosen rider to your particular style. Each rider begins the road trip with similarly basic skills. Abilities can be upgraded as you progress, but the more you perform certain stunts the more adept your biker will become in that particular area. You learn, he learns, the world of games becomes a better place.

/ PLAYING AS HOFFMAN WON'T GIVE YOU THE SORT OF ADVANTAGE THAT YOU'RE HOPING FOR /

And whacking up the stats for your chosen rider is essential if you want to embarrass your mates in the numerous multiplayer games. The familiar extreme competitions of trick attack, graffiti, horse, free ride and tag are all in here, as well as newcomer 'treasure hunt' and the sublimely entertaining 'push' combative game from *Shaun Palmer's Pro Snowboarder* which should ensure hours of two-player madness.

It should also be much more forgiving to first-time extremers, thanks to the new trick morphing technique. This allows you to activate an entirely new trick mid-stunt, so that one will morph smoothly into the next, in the process creating a truly original manoeuvre. For all you experts, this should present endless opportunities to cultivate your own unique displays as you string together massive combinations of eye-catching stunts. Improvisational gaming – it's the future!

/ MIKEY FOLEY

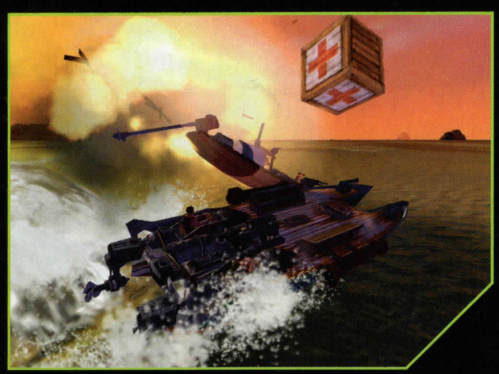
SWEET AS There's now a trick morphing feature for extra madness.

UNWHEEL CHAMPIONSHIP There's the usual selection of modes.

FIRST OPINIONS PSW

Dave Mirra's two attempts were good, Johnny Moseley's wasn't, but still nobody has managed to come close to the sort of addictive genius that only Acvtivision's extreme games exude. The only worry we have is that the old addage of not fixing something that's so very not broken could be about to get tested to the very limit. Will the changes be diverse enough to prevent all those "It's Tony Hawk on two wheels" comments that will tire very quickly?

WHEN WAS THE LAST TIME YOU HAD THIS MUCH FUN IN WATER?



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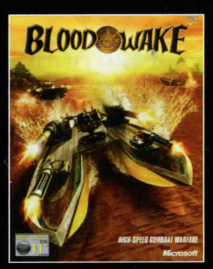

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"IF WAR IS HELL, WHY DOES PLAYING THIS GAME FEEL LIKE HEAVEN?"

TIME TO MOVE The screenshot can't begin to tell the story...

MEDAL OF HONOUR FRONTLINE

NOW YOU CAN HAVE AS MANY WAR STORIES AS UNCLE ALBERT: THE DIFFERENCE BEING THESE ONES WILL KEEP THE GRANDKIDS RIVETTED.

TYPE | SHOOTING
PUBLISHER | ELECTRONIC ARTS

/ Movie-inspired gun battles
/ Authentic period weaponry
/ Ear-splitting, explosive aural experience
/ A collection of genuinely classic PS2 moments

PSW PROPHECY

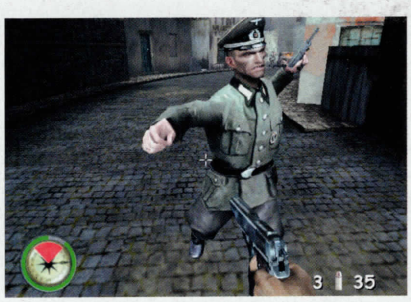
BEST BECAUSE
▲ A truly engaging and involving experience
▲ Amazing amount of things happening simultaneously

WORST BECAUSE
▼ It's still a few months away from completion
▼ We're an impatient lot and want it now!

WAR VETERANS CRIED WHEN THEY first saw it. Those with a weak constitution had to leave the cinema midway through. While everybody else was left physically drained by the heart pounding, ear splitting, stomach torturing first 30 minutes of *Saving Private Ryan*. The defining war film of recent times, it positively threw you into the sickening blood red sea and grotesque limb strewn beaches of the 1944 D-day landings and tore at your emotions with a barrage of visual, aural and nerve shattering stimuli. Never before had a celluloid work of such brilliance been so exhausting and almost too frighteningly real.

The one facet missing from the entire draining experience was the feeling that you had any sort of influence over the events unfolding before your traumatised eyes. Now, thanks to the development team at EA you can now begin to prepare yourself to relive the whole tortuous, yet exhilarating experience from a thrilling new perspective.

Medal of Honour Frontline is unashamedly inspired by Steven Spielberg's war epic. Like a vulture it feeds off this masterpiece, plucking the best bits from its succulent innards and using them to craft a gaming experience more involving and atmospheric than anything before. At times it manages to make you feel like a mere insignificant cog in a vastly bigger machine.



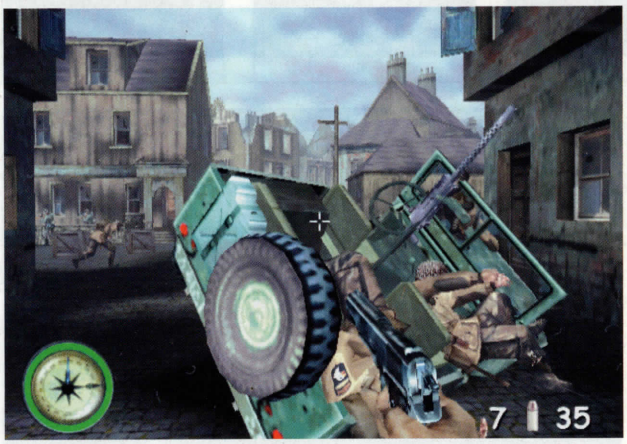
FEEL THE BURN Jimmy's aerobics instructor was a slavedriver.

The scale of some of the battles and situations you find yourself in is astounding. A heaving mass of Allied and Nazi soldiers fight for all their worth right in front of you, totally oblivious to your actions. This is one game where you're not just left with the feeling that the entire game world, and every action within it, exists purely for your benefit. It feels more natural than that and much grander with too much going on all around to be centred solely on you. This is a living, venomous, death-spitting war where its squaddies and conscripts are too concerned with their own survival to be bothered with your tribulations.

THE GAMING WORLD AT WAR

MOHF manages to create this grand illusion of scale and a pulsating world full of threat and incident by the impressive use of scripted scenes that occur when you reach certain points, affecting not just you but everyone around. One such incident sees you rounding a corner to come face

DIRTY OLD TOWN Bognor Regis is really coming along. Look, there's the revamped Hatter's pub!



LIFE IS JEEP Constant scripted events make MOHF one of the most intense experiences around.

DOA BESIDE THE SEASIDE You won't believe how terrifying the landing is. The sounds will scar you.

to face with a squad of German soldiers. Your only thought is to get one of their ugly mugs in the crosshair of your rifle in preparation for the battle that's about to ensue. Then, out of nowhere a Spitfire booms across the sky and the street erupts in hail of spiralling rubble and showering debris. When the blinding, clogging cloud of black dust (a very impressive graphical feat by the way) clears, there's a crater where the soldiers were, with their forlorn helmets the only indication that you were previously gearing up for a life-threatening encounter.

Incidents like this occur throughout the game and each one is as impressively engaging as it is totally unexpected. Admittedly when you die and have to replay the level again the impact is lessened but they're still immensely enjoyable to witness. They help to draw you into a truly movie-like experience. On second thoughts forget that. Why are we always sticking movies up on a pedestal as the pinnacle of entertainment that

FRIENDLY FLYER Some bits need heroics as much as brains.

PINEAPPLE CHUNKS You should probably retreat quickly BEFORE they explode...

MADE EARLIER A simple toilet roll and two matches will suffice.

THRILLS, PILLBOXES AND BELLYACHES Just pop up there, will you?

games should be striving towards? *MOHF* is better than that. You're not just watching, you're there, feeling the tension, witnessing the pain and praying that the next whizzing sliver of hot lead doesn't have your name on it.

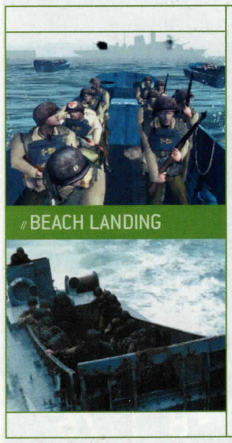
BASS AND MEDAL

Sound is used to heighten the experience even further. So often a criminally underused facet in games, *MOHF* cranks the decibels up to unbearable levels and assaults the senses with an onslaught of atmospheric reverberations that help to transport you to the scene. The silence of a bomb damaged village is at one point shattered by the cries of fellow allied soldiers yelling for covering fire, screaming for medics and calling out to each other in frantic pandemonium.

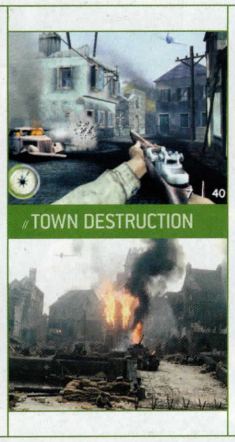
When you scrabble up from the depths of the bombed out wreckage you've been crawling through, you're subjected to a scene of utter mayhem. Men diving for cover, firing at distant targets, crumbling to the floor clutching their fatal wounds. Tracers arcing through the skies and rockets impacting on the scenery in a blinding explosion of flying wreckage and cartwheeling bodies. Smoke obstructing your vision, bullets >

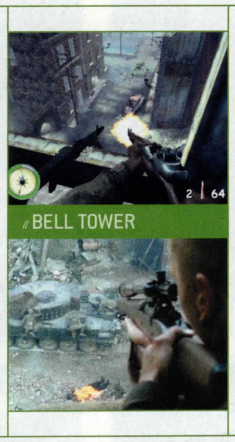
SAVING PRIVATE PATTERSON

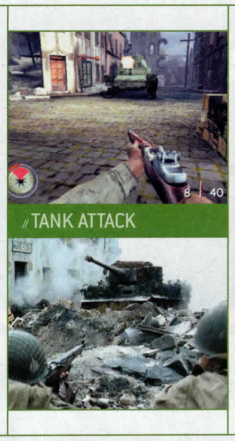
AS YOU ENDEAVOUR TO KEEP JIMMY PATTERSON ALIVE, YOU'LL ENCOUNTER NUMEROUS FAMILIAR MOVIE MOMENTS.

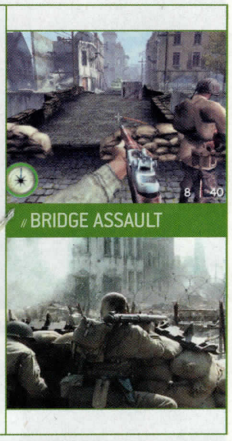

BEACH LANDING

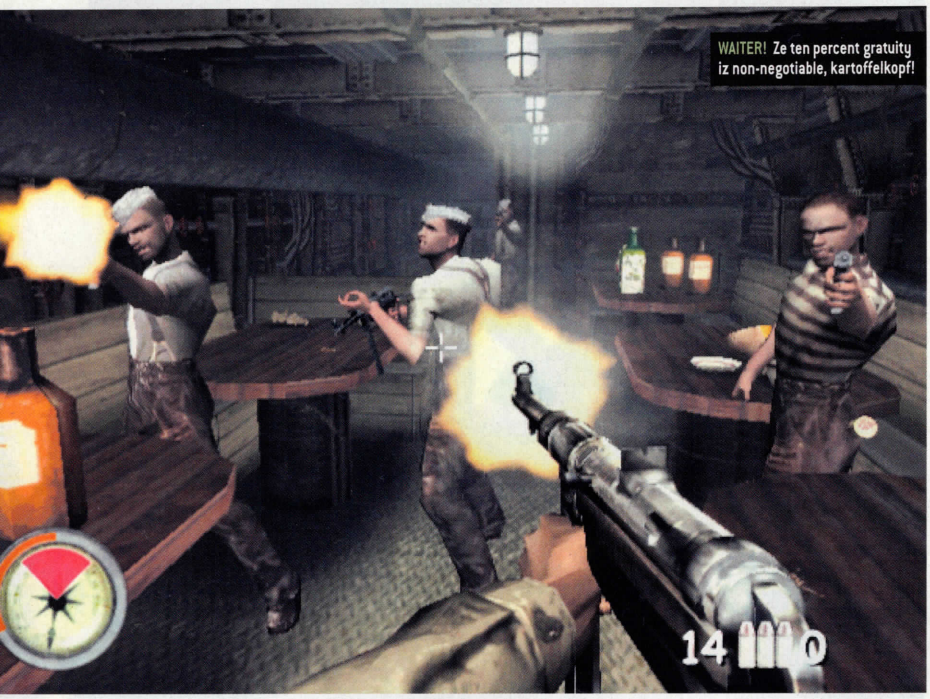
BEACH STORMING


TOWN DESTRUCTION


BELL TOWER


TANK ATTACK


BRIDGE ASSAULT



SUB DOMINATION "Yes master, I'll just hang on while you reload. I'm a very bad Allied soldier. Tell me!"

IN THE WATERFRONT Bognor Regis is really coming along (haven't you done this one already? – Ed).

thwacking into the scenery all around you and a monstrous tank at the centre of it all. Mirroring the final scene from *Saving Private Ryan* where they struggle to prevent the tanks from rumbling across the bridge, you've got to endeavour to make it across the bridge where countless fellow soldiers have tried and failed, fatally. Crawling along only to have a tank propelled rocket soar past your ear with a whisper of rushing air is truly terrifying.

What's even more impressive is the way the developer's managed to cram so much into the PS2. If you thought game developers had reached their peak with the likes of *Gran Turismo 3, Airblade and Devil May Cry*, hang your head in shame. *MOHF* heralds the advent of an entire new plane of graphical excess. Making this game look so detailed and crisp with so many things taking place on screen at the same time is an incredible achievement. With a stunning visual feast like this a reality on PS2 there really is no excuse for inept tripe like *Johnny Moseley Mad Trix*.

There's no better example of MOHF's visual, technical and emotional expertise than the D-day landings mission. It's an experience no PS2 owner should miss out on. Trying to fight your way out of the sea and up the beach amid a deafening cacophony of screams, explosions and flesh tearing gunfire, while rockets rain down from above churning up the beach in a bewildering shower of sand, shrapnel and lifeless bodies, is absolutely scintillating. It has equally as much impact as the opening of *Saving Private Ryan*; admittedly less gory (although you never notice or lament the lack of blood) but infinitely more tangible. Providing covering fire for your comrades, straining to hear yelled orders and ducking, squinting and crawling through the blizzard of mud and gunfire is as real as a game could possibly get.

HELLO NAZI, NOW DIE!

This authenticity extends to the weaponry you get to unleash upon the Nazi aggressors. Your standard issue rifle can only be reloaded once the entire clip has been emptied. The clip springs from the rifle with a satisfying clang, just like it does in the movies, but reloading is equally realistic in that it takes an interminable length of time to slap a new mag into the breech. It's this attention to detail that manages to crank the tension up to unbearable levels as the horror of an empty click mid-gun fight leaves you desperately reloading in the face of a nazi demise. Getting caught out of ammo at close quarters is even more scary but in this situation you can turn the tables by using your gun as a club and whacking your adversary with the butt. All of a sudden you're transformed from Tom Hanks into Charlie Sheen in his horrific *Platoon* persona when he's out of ammo and insanely enraged.

Your Browning automatic is tremendous fun to unload into a crowd of Nazi goons, that is until you walk up to one of the stationary gun emplacements and hit the use button. All that's missing from this barrel-smoking, squad obliterating, ear-shattering death weapon is the ability to make your teeth chatter and your whole torso shake. However it's the deadly sniper rifle that provides most gratification. One mission requires you to infiltrate a German shipyard. This level is absolutely huge. As far as the eye can see isn't far enough to witness the mammoth scale of

COME, FRIENDLY BOMBS
And rain on Krauts.

GRUNTS OR GLUGS? Did they never practice swimming in PJs?

WAR OF THE CRATES Boxes continue to fight mankind brutally.

SPRECHEN SIE WAR? Rat-a-tat-tat-tat! Crack! Ker-snick! Crack! Ker-snick! Rat-a-tat-tat-tat! Rat-a-tat!

some of *MOHF* gargantuan environments. Is there nothing that this game doesn't do to excess?

MEDAL FEAR SOLID

So where were we? Oh yes, sniping. Working your away across rooftops you'll find yourself getting picked off by fellow sharpshooters. The only problem being that you can't see them and they can see you. Even when you've worked out what direction the bullets are coming from you still need to get your crosshairs fixed on them, but if you stick your head up to look there's a good chance it'll get blown off. Scanning the area and zooming in to quickly loose off a round before they get the chance to retaliate is incredibly tense. But witnessing the lethal contact with your target and their stunned demise is just reward.

The game isn't even finished yet and it's already displaying more diversity in its levels than numerous other shooters. The claustrophobic confines of a U-boat, that you've been tasked with scuttling, are in stark contrast to the open expanses of Belgian fields. Each one presents a different set of conundrums along with a variety of objectives to achieve. A gunfight in a U-boat has no hiding places to reload or replenish your health in, and your ability to move in such confined spaces is severely limited. While wide-open areas make you the easy target so you need to be more circumspect, using the terrain to disguise your approach. Stealth, disguise, teamwork and old-fashioned balls of steel are all required to make it through to 1945. Now where do we sign up?

/ MIKEY FOLEY

FIRST OPINIONS PSW

No game has drawn such a crowd in the office, not even since that historic day when we took receipt of our very first PS2 console. The beach landing scene alone is better than nearly everything we've yet witnessed on PS2. If the sections linking these continue to exude the kind of polished excellence these finished levels already possess we could be in for a very special gaming experience.

PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...

V-RALLY 3

POTENTIAL MCRAE BEATER IMMINENT

THERE WAS A TIME WHEN PRO EVOLUTION SOCCER didn't consume our every thought. When going to work each day meant actually doing work, and not sitting around Foley's food-filled desk waiting for a turn on the footy extravaganza. Before the ravages of office life had expanded our waistlines, receded our hairlines, and made us all visually impaired. Back when Chris Evans was still on telly and considered vaguely amusing. When fags/beer/petrol were cheaper. When mobile phones were as big as your head. Back then, *V-Rally 2* on PSone was the gentleman's after-hours game of choice. It wasn't the best looking game. The car physics were laughable. And the handling was never as good as the *McRae* game. But it was the only halfway decent PSone racer with a four-player mode, which instantly elevated it into the realm of greatness.

Disappointingly, multiplayer fun this time around looks to be non-existent, but *V-Rally 3* is still hotly anticipated in the *PSW* office. Even more so now we've uncovered further details of the secrecy-shrouded 'V-Rally' mode. At a recent press event in London to promote the third instalment of the series, developer Stephane Baudet blabbed the lot. "What you can expect from the V-Rally mode is sections other than racing. You will experience the same things a rally driver experiences. You have to switch teams, sign contracts, work with the mechanics and work with the team. It's based on multiple seasons rather than just one. We also have elements like rivals, and specific goals where you might not simply have to win a race; it might be different depending on the team you're with."

Hints were also dropped as to the direction of the next game, the inevitable *V-Rally 4*. "We could do a very decent split-screen mode on PS2" suggested Baudet, "that could be the next evolution. I'm pretty sure there'll be a *V-Rally 4* – unless this one isn't a success. *V-Rally 4* will probably be based more on multiple players." But that's ages away, whereas number three should be released in June, so expect the review next issue.

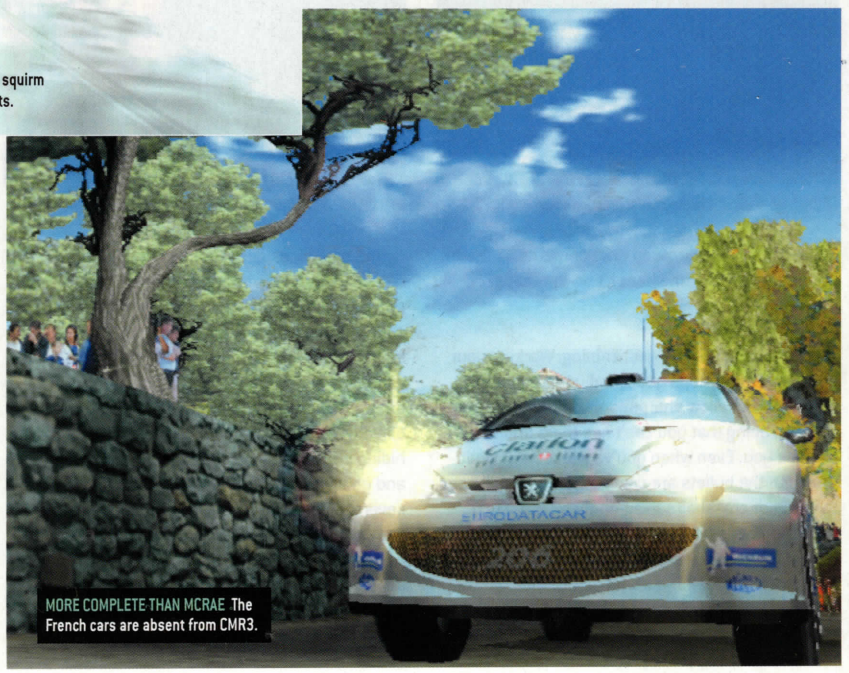
■ **TYPE:** Driving ■ **PUBLISHER:** Eidos
■ **LAST PREVIEW:** PSW#26 ■ **ETA:** June

A-FORD-ABLE FUN What do you get if you put this in A&E? Arse.

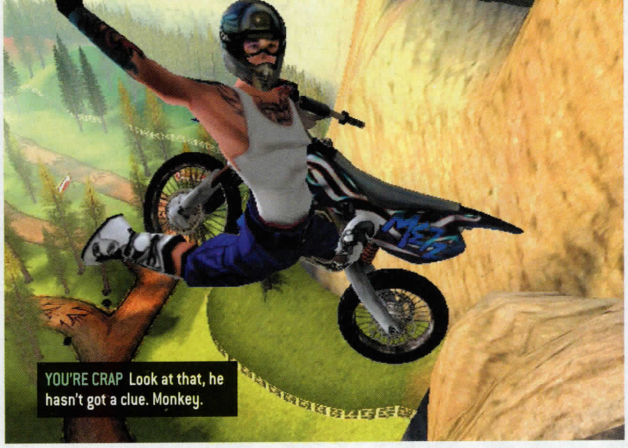
FRENCH FANCIES The Citroens are at home on tarmac. Oooh, picnic weather!

CLEAN ME Anal retentives will squirm at the ultra-realistic dirt effects.

1600'S EUROPE The smaller, slower and less able 2WD cars are represented too. But why?



MORE COMPLETE THAN MCRAE The French cars are absent from CMR3.



YOU'RE CRAP Look at that, he hasn't got a clue. Monkey.

TATTOOED ATTITUDE Definitely gnarly. Definitely.

QUEASYJET New ultra-budget flights available!

RALLY BURNER Look out for those thermals!

QUIET LIE DOWN "Hgnnnnnnnnnnnkkkkhgnnn..."

FREEKSTYLE

BIKER CHICK GETS DIGITAL MAKEOVER

WE ALWAYS THOUGHT OF MOTOCROSS AS A SPORT FULL OF HAIRY-BACKED hillbilly men. But apparently they let women take part as well, like former Miss Supercross Leeann Tweeden. Never heard of her? Nah, us neither, but luckily the press blurb that accompanied her piccy was most helpful. "While some may see her as just another pretty face, that's only because they've never had a face full of her roost." Either that's a motorbike term, or they've somehow got us confused with *Razzle*. Further investigation reveals that the lovely Ms Tweeden is a model, Fox Sports Network TV host and – if you hadn't sussed it by now – a fully playable character in *Freekstyle*.

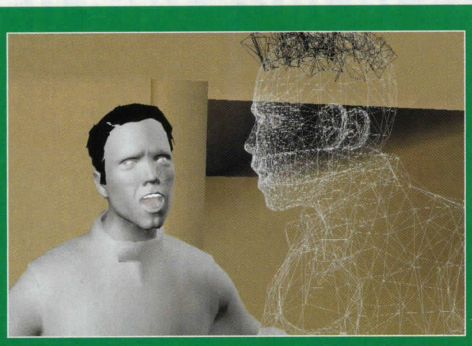
Tweeden is just one of eight riders available to choose from in *Freekstyle*, the *SSX-style* game (only slightly browner) from EA. The other riders are all equally unfamiliar – Mad Mike Jones, Brain Deegan and Clifford 'The Flyin' Hawaiian' Adpptante – but don't let that put you off. *Freekstyle* isn't about the characters, it's about incredible eye-watering speeds, closely fought racing, insane stunts and ridiculously flashy pyrotechnics. Trust us – you're going to like this a lot.

Our only criticism at this point is the occasionally jerky frame-rate and errant camera when played in two-player mode, but we're hopeful those niggles will be remedied before *Freekstyle* gets released. Currently it's scheduled for a June release, which means (if everything goes according to plan) we'll be reviewing the ace off-roader in next month's *PSW*.

TWEEDON RIFLES She's fit, better and tons braver than you: ergo, most men daren't talk to her. She's lonely! Get in there!

- **TYPE:** Racing
- **PUBLISHER:** EA
- **LAST PREVIEW:** PSW#28
- **ETA:** June

BROTHERLY LOVE "An' I used to piss in your Lucozade, too! How d'ya like them apples?"



HOW BOY BANDS ARE MADE PT#9 Metal skins are added before painting.

WHOSE EAR IS THAT? Is it his? Or is it hers? Or maybe they share it?

TOCA RACE DRIVER

GRAN TURISMO MEETS FINAL FANTASY

ASK ANYBODY WHAT THE MOST ENJOYABLE ASPECT OF any racing game is, and they'll invariably tell you it's steaming into another car at speeds approaching 150 mph with bits of chassis/wheels/limbs flying everywhere. Rarely does fine-tuning the suspension set-up, tweaking gear ratios or adjusting the chassis ride height enter into it. For that reason alone, *TOCA Race Driver* should do exceedingly well upon its release this June.

Of course, there's more to it than just extravagant crashes. Developer Codemasters has just revealed further plot details and images of the motion-captured movie sequences that bind the racing segments together. The story has your character, Ryan McKane, entering his first season as a professional driver, but his career path is far from simple. Ryan finds himself trying to live up to his father's reputation as a renowned racing driver of former times, while also chasing his older brother Donnie's current success on the world's most challenging circuits. As you might expect, Ryan must win races if he is to step out of his father's shadow and command some respect as a driver in his own right.

This all becomes clear as the game progresses, via short 15 to 45 second segments that reveal further plot details. These scenes have recently been filmed using advanced 16-camera motion capture techniques (previously used for the fantastically animated *Final Fantasy: The Spirits Within* film) at a New York soundstage, the result of which we'll show you exclusively on next month's DVD.

Until then, take a gawp at this initial batch of screenshots taken from movie sections, and if it helps, just imagine their arms waving around to emphasise every point and their mouths moving slightly out of sync with the vocals. There you go. Who needs DVD when you've got a strong imagination?

- **TYPE:** Driving
- **PUBLISHER:** Codemasters
- **LAST PREVIEW:** PSW#28
- **ETA:** June

What the Fuck Went Wrong?

Games that disappoint. Those that confound expectations by not living up to their early promise. Exposed and ridiculed here.

IT ALL LOOKED SO PROMISING. THE SKETCHES, THE CONCEPT ART, THE MOCK-UP SCREENSHOTS, THE OPTIMISTIC PRESS RELEASE PROMISING A NEW PHYSICS ENGINE AND VASTLY IMPROVED ENEMY AI. THEN THE FINISHED GAME ARRIVED AND IT WAS RUBBISH, JUST LIKE ALL THE REST AND A TRAGIC DISAPPOINTMENT. THESE ARE THE WORST CULPRITS, THOSE GAMES THAT COMPREHENSIVELY CRUSHED OUR INITIAL OPTIMISM BY FAILING TO DELIVER ON A MASSIVE SCALE.

THINGS RARELY TURN OUT HOW YOU HOPE. The week you booked off on holiday turns out to be the wettest since records began, the photo of that girl you met on the internet was taken in 1976, and sadly your dad's hereditary baldness hasn't decided to defy medical science and skip a generation.

Nothing is ever as good as it initially seems and games are not immune to the feeling of disappointment that being alive generates on a daily basis. We get excited, we feel slightly concerned, we get let down by products that routinely fail to live up to expectations or promises. Often these days, game companies are guilty of releasing initial images that are not taken from the actual release, with many promotional images needing the small print "*finished product may look significantly worse than first images*" attached to it. Or sometimes perhaps "*finished product will look absolutely nothing like these first images*"...

Why? Because games cost too much to be revealed as merely average while relatively early in their development. Wool must be kept over eyes until the very last moment, magazines must be fobbed off with artwork illustrating how fantastic the games are *going to be* as opposed to how good they *actually are*, and readers must see only exciting, ground-breaking, and if need be, false representations of how the finished product is going to turn out.

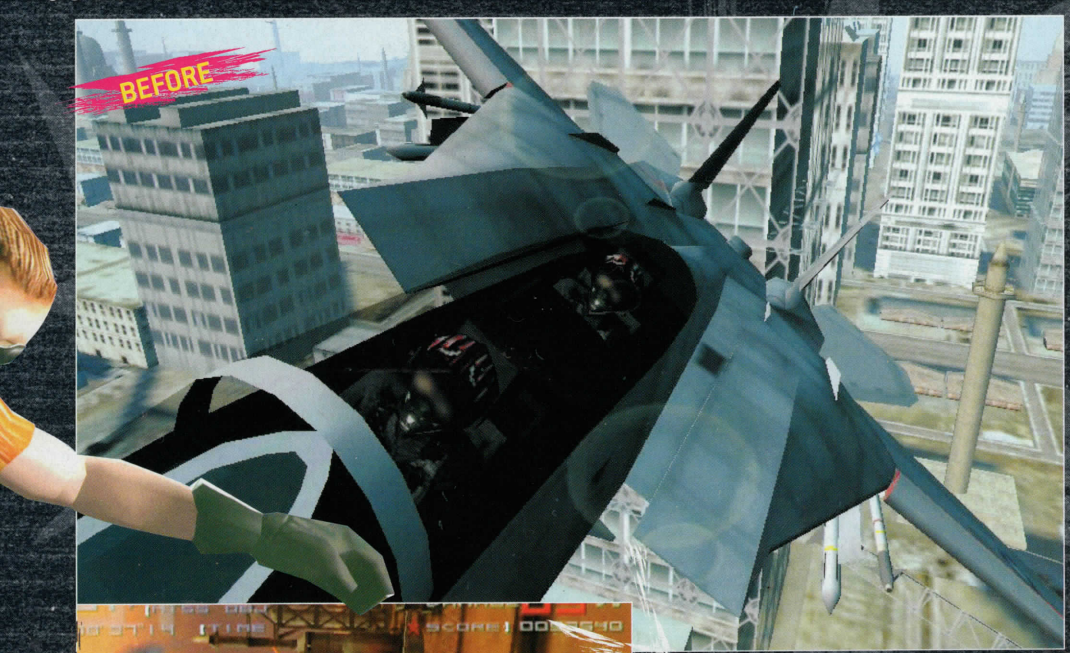
It's not routine, but it happens. New screenshots arrive that show Game X looking suspiciously better than anything Production Team Y has ever produced. What do we do – accuse them of lying?

Character models is another area open to exploitation. "Yes, that's what the in-game character will look like" says the representative, upon presenting us with a Da Vinci-esque portrait of brilliance that looks more like a photograph of a real person than a collection of mere polygons. It's hard enough for still images to convey what moving things look like, harder still when those supplied to us bear no relation to how the finished game looks. So, as a warning shot to developers across the globe, we present this feature. We will not be falling for this dirty trick again.

SKY SURFER
Was going to look like this, ended up looking like that below. Isn't there a law against this kind of thing?

CONFLICT ZONE

Only when revisiting this high concept artwork *after* playing the appaling strategy mess does the hilarity of the contrast hit home. It's almost as if it made the concept art and the game as different as humanly possible simply for its own personal amusement, such is the massive disparity. Above: a soldier in battle. To the right: a soldier in battle. Can you tell which one is a screenshot and which one is art? Of course you can, your mum could, your grandad could, a blind horse could tap out the right answer with its hoof.



TOP GUN
Paradoxically near the bottom of the pile.

TOP GUN: COMBAT ZONES

Another concept-art-passed-off-as-screens embarrassment in the mould of *Jonny Moseley* or *Portal Runner*. The above shot must've been taken from early PlayStation3 development, such is the lack of anything it has in common with how *Top Gun: Combat Zones* finally looked on PS2. And let's not even mention the horrendously difficulty level that saw most people struggling to get off the first mission. Sorry, mentioned it.

Quotes from REAL press releases about PS2 games!

MATCH THE QUOTE TO THE GAME!

1: "COOL AND EDGY, IT'S THE ULTIMATE IN ORIGINAL GAMEPLAY, FEATURING TECHNOLOGY SO COOL IT HASN'T BEEN INVENTED YET"

2: "COMBINES A HIGH TECH THEME WITH NEW TECHNOLOGICAL DEVELOPMENTS THAT ADD AN INTRIGUING AND EXCITING NEW DEPTH OF GAMEPLAY"

3: "THE GAMES HAVE ALWAYS BEEN RELEASED TO CRITICAL AND COMMERCIAL ACCLAIM; AND THE THIRD IN THE SERIES LOOKS SET TO BE THE BEST OF THE SERIES"

4: "MARRIES ALL THE VERY BEST ELEMENTS OF THE THIRD-PERSON ADVENTURE GENRE WITH A DARK COMIC BOOK STYLE"

5: "STUNNING, CRISP GRAPHICS AND BRILLIANTLY MODELLED INTERACTIVE CUT-SCENES THAT ENSURE A FAST AND FLUID GAMING EXPERIENCE"

6: "MULTI-PASS RENDERING, PROJECTED SHADOW CASTING AND DIRECTIONAL LIGHT MAKE EACH FRAME – AND THERE ARE 60 OF THEM PER SECOND – A WORK OF ART."

7: "AN ORIGINAL AND INNOVATIVE TITLE, [GAME NAME] MESHES AN INTRICATE FIGHTING SYSTEM WITH AN EMOTIONAL STORYLINE CONVEYED THROUGH CUTTING-EDGE GRAPHICS AND PRE-RENDERED CINEMATIC SEQUENCES THAT BIND THE ACTION INTO AN EPIC STORY PROVIDING HOURS OF ACTION-PACKED GAMEPLAY"

8: "SPEED AND DETAIL TAKE THE GAMING EXPERIENCE TO AN EXHILARATING DIMENSION AND BRAND NEW PLAY MECHANICS MIRROR THE ADVANCED TECHNOLOGY THIS TITLE EXPLOITS."

9: "A NEW, INTUITIVE GAMEPLAY INTERFACE, AWE-INSPIRING LIGHTING AND SPECIAL EFFECTS AND AN INNOVATIVE NEW FIGHTING SYSTEM."

10: "EIGHT MISSIONS SPICED UP WITH ROMANCE, INTRIGUE AND SUSPENSE WILL WHISK THE PLAYER INTO A FABULOUS AND EXOTIC WORLD OF THRILLS AND SPILLS"

A: THE BOUNCER
B: DNA
C: BLOODY ROAR 3
D: ARMY MEN GREEN ROGUE
E: THE SHADOW OF ZORRO
F: WARRIORS OF MIGHT & MAGIC
G: AIRBLADE
H: THUNDERSTRIKE: OPERATION PHOENIX
I: LOTUS CHALLENGE
J: EVE OF EXTINCTION

ANSWERS: 1:G, 2:D, 3:C, 4:B, 5:J, 6:I, 7:A, 8:H, 9:F, 10:E,

THE BOUNCER

Before we'd seen a PlayStation2 with our own eyes, games companies could get away with anything. We didn't know what PS2 games looked like, so therefore we believed anything shoved our direction was from the game. Artwork, movie clips, even photographs of the developer's family – if it looked like a game, we trusted it to be so. Initial movie clips of *The Bouncer* staggered us, until, that is, they were revealed to be movie clips. The game itself had more in common with *Street Fighter* than *The Matrix*, offering below average scrolling fighting instead of the gorgeous interactive movie/adventure game/fairytale we'd been promised in initial negotiations. It was a big upset. Squaresoft needs to work hard to win back our trust. We've been hurt too many times.

JONNY MOSELEY MAD TRIX

The 3DO branding should've warned us off, but we're a trusting bunch. Maybe they borrowed a PS2 programming manual off Sony Japan and worked out how to make games look nice? Whatever, the initial screens of *Moseley's* mad tricks looked good. So good, in fact, that back in issue #23 of *PSW* we devoted an entire page to these fictional mock-up shots and declared it "trendy".

Then the review copy came in a few months later and we declared it "inept" and gave it one out of ten. We're people too, we're fallible, we make mistakes. Don't hate us.

TEKKEN TAG TOURNAMENT

"Wow!" we said, upon seeing the first-ever images of *Tekken Tag* on PlayStation2. "Can the game really look that good?" – "No!" we said some months later, blushing slightly, after realising that all of the initial 'screenshots' were taken from a demo version of the game that never appeared and was therefore in no way representative of the final thing. These shots were everywhere around the time of PS2's unveiling to the Japanese press (in March of 1999), convincing us the machine had some sort of magical power to make games look this good. It didn't, but still turned out OK... unlike *Tekken Tag* which unimpressed us with a less than brilliant and completely different look by the time it appeared for purchase. Although it still outsold the gorgeous and vastly superior *Dead or Alive 2* – a fact that has us questioning God "Why?" to this day.

The Environment Shot

THE MOST USELESS SCREENSHOT IN THE WORLD!

EARLY ON IN A GAME'S DEVELOPMENT cycle – before many key elements are properly working – comes the release of the Environment Shot. Designed to illustrate the world within which a game takes place, the Environment Shot shows empty rooms, empty landscapes, empty planets, empty rings, empty arenas, empty everything, and *nothing happening whatsoever*. Pictured here is an environment shot from *Dropship*, which manages to make it look like the most boring game the world has ever seen. It's not a *Dropship* problem, it's an Environment Shot problem. Ban these dull screenshots now.

- QUALITY CONTROL -
SHOW STUFF HAPPENING
Empty maps often make games look extremely dull

BEFORE

D.N.A.
Wow! Sexy girls! What a potentially brilliant game!

D.N.A.

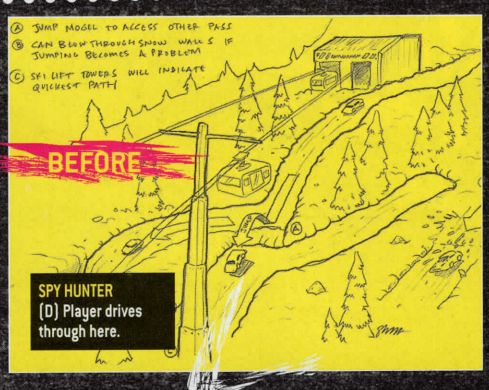
Cynically used the promise of lesbian action to up pre-release excitement, hoping readers will pause slightly longer on the page when confronted by a suggestive image. We've all done it, haven't we? The game bore no relation to this, offering an awful 'cel shaded' adventure of pain. And was there lesbianism? Was there bollocks.

- QUALITY CONTROL -
AVOID OBVIOUS PUBLICITY SCAMS
Even lesbian action cannot save some games

AFTER

PORTAL RUNNER
How it looks – in its dreams.

BEFORE



SPY HUNTER
(D) Player drives through here.

AFTER

- QUALITY CONTROL -
NO DISCERNABLE NEW FEATURES
Putting guns on cars is not the answer to everything

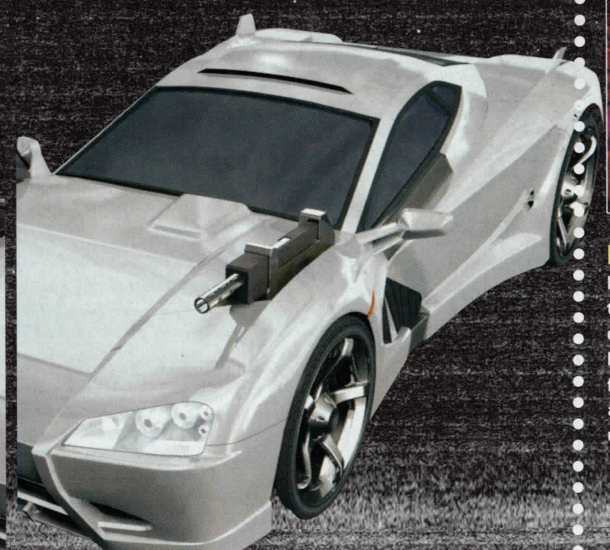
- QUALITY CONTROL -
IT JUST LOOKS RUBBISH
Girls in crop-tops are not the only key ingredient in games

AFTER

X10
EXPLOSIVE

SPY HUNTER

How grand! It's like one of Alan Titchmarsh's garden plans, only with attack helicopters and gun turrets instead of water features and decking. Who would've believed that from such great sketches such an ordinary combat racer would emerge? Do all games appear so grandiose in initial design sketches, or is it just the dramatic inclusion of arrows on *Spy Hunter*'s plans? "Make this go there!" they shout, impressing upon us a feeling of impending excitement. That soon faded upon first loading a cars 'n' guns game like so, so many others that have come before.



PORTAL RUNNER

Like *Tomb Raider* but with green hair and bigger tits was the impression created when these staggering 'screens' of *Portal Runner* first arrived. Like *Tomb Raider* but looking like a PSone game on PS2 was the verdict on the finished game, which seemed laughably childlike in both appearance and platform puzzle concept. That'll teach us to go getting all enthusiastic about things.

NO STYLE. NO POINTS.

XBOX

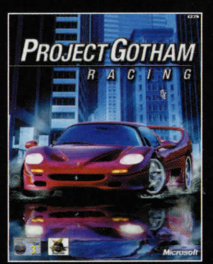
Bizarre Creations

ONLY ON XBOX

Style is everything in Project Gotham Racing. Rip through traffic, pull 360's and power slide out of corners and just watch those kudos points soar. Of course, you'll also be behind the wheel of some of the most outrageously gorgeous motors around. But drive them like a Dodgem and you'll experience butt clenching crash damage. No wonder CVG magazine reckon 'its more fun than Gran Turismo 3'. Ouch.

www.xbox.com/uk/projectgotham

PLAY MORE. PLAY PROJECT GOTHAM.



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TWICE AS SLICE

ONIMUSHA 2- IT'S OUT THERE, IT'S COMING HERE AND IT'S BLADE TO MAKE YOUR MOUTH WATER...

/ MIKEY FOLEY

urasawa's inspirational
cess and elaborate
me have no equal on PS2.
of this retina seducing
st significant
ht has washed over your
eople going about their
s the first hint at the
ssure you, this is no
y. Instead it's merely an
original game and make
demanding more

he added importance of >

isely. This spectacularly lethal effect doesn't last long.

BLADE FODDER These foot soldiers appear in abundance. They're your 'bread and butter' enemies and don't pose much of a problem.

POLE DANCING Who needs a key when you just have to kill the door's guardian?

SQUAT THRUST You've got unlimited magical powers for these brief powered-up moments.

GEORGE COLE AND DENNIS WATERMAN *WERE*

Minder. When you think of Arthur Daley and his comical scams, you tend to forget that Gary Webster replaced Waterman as Daley's personal bouncer for the final few series. Where Terry (Waterman) was a fists first, pint drinking, football-supporting bloke's bloke, Ray (Webster) was a far less enigmatic suit wearing, fast-talking Jack the lad, who ducked and dived his way out of trouble. Most of all though, he just wasn't Terry. No matter how hard you tried you couldn't escape that yearning for the return of West London's best-loved, true original minder.

A similar dilemma faced the makers of *Onimusha* as they looked to replace the demon slaying hero of the first game, Samanosuke, with a totally new, completely unrelated swordsmith, for its follow up. After hacking, slashing and battering (Terry would approve) our way through the foreboding hellishness of feudal Japan in the original game, we found ourselves developing quite an affinity with the leading man. Thankfully, in passing the offal-encrusted sword from Samanosuke to Jubei, the results of this substitution are far more appealing, and it doesn't take long to warm to the new guy. In fact, the introduction of a different lead character lends the sequel a fresh new perspective, while still retaining everything that made the first game so rewarding.

Nobunaga, the game's villain, is still striving to wrestle control of Japan from the decent populace with his undead army of macabre beasts. Jubei can still draw in the souls of his fallen adversaries to boost his own abilities, and the environments are still of the pre-rendered, fixed camera angle type, rather than the moving 3D environments of *Devil May Cry* and *Resident Evil Code: Code Veronica*.

/ A STARTLING CONTRAST TO THE DARKNESS OF THE ORIGINAL GAME'S SCENES /

Ahh, those rendered environments. Nothing divides the *PSW* team more than the argument over the merits and flaws of one of *Onimusha*'s most significant features. "The characters and useable items stand out far too obviously against the artistically crafted backgrounds that try to give the illusion of a 3D world," complains Lee. "But look at the unparalleled levels of intricate detail in those environments that cannot be matched by any other game on PS2," retorts Stephen. "I just like the girl's suspenders," exclaims Gary. In the end Lee and the other dissenters are forced to admit that *Onimusha 2* has gone to considerable lengths to disguise these flaws behind a luscious, visual world of artistic exuberance.

THE BEST WATER IN THE WORLD, EVER!

The detail level in each area has been upped considerably. This is no quick fix nose job, but more akin to taking Jordan, and grafting on Kylie's behind, J-Lo's front and Britney's lips. To cement the illusion of a vibrant, breathing world, numerous animations have been added to the

EXPERT TIMING You need to make sure you don't open yourself up to attack when drawing in souls.

LITTLE-KNOWN FACT Translated literally from Japanese to English, 'onimusha' means 'in your face'.

WELCOME BACK You'll recognise some of the locations from the first game.

FRIENDS: THE ONE WITH THE MUSKET

YOU'LL BE NEEDING SOME BACK-UP, SO MEET YOUR FIRST COMRADE...

MAGOICHI

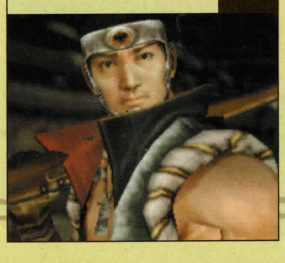
協生文行喜时西喜

// **WEAPON OF CHOICE**
Musket

// **FIGHTING STYLE**
Acrobatic movement and deadly aim

// **INTERESTS**
Reading and stimulating his intelligence

// **PERSONALITY**
The confident silent type

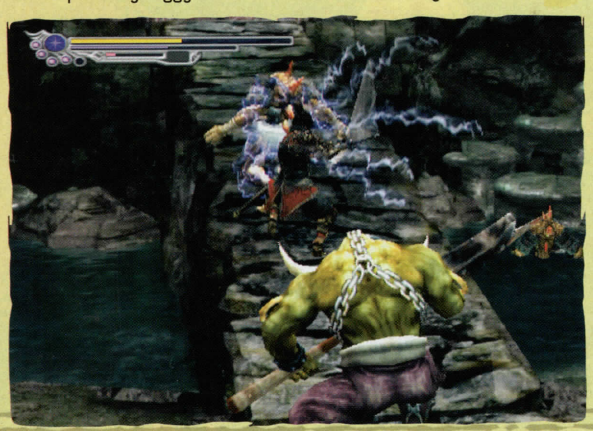


environments to make them really feel alive. Water trickles down the walls of the goldmine, steam and fog shroud certain areas with an ominous veil, and frogs, cats and dogs scamper across the lush green vegetation. The thirst-inducing waterfalls are bettered only by the lapping, beach-bound tide that is clearly the most impressive liquid recreation in a video game ever.

The dark, chilling imagination that characterised the original game's hellish locales is still prevalent throughout many of the new locations in *Onimusha 2*. However, it's not all murky, dimly lit corridors and shadowy sinister areas this time. Like a blinding torch beam glaring into the eyes of a stunned burglar, the bright sunlit townscapes are quite a startling contrast to the pervading darkness of the original game. Combining this newfound brilliance with the increase in detail, *Onimusha 2* features some splendidly soggy rain soaked battles that finally enable the makers to realise their obvious fondness for Kurasawa's inspirational *Seven Samurai*. As an exhibition of graphical excess and elaborate attention to detail, the environments in this game have no equal on PS2.

Nevertheless, it's not long before the impact of this retina seducing magnificence is diminished by *Onimusha 2*'s most significant development. Once the blinding clarity of sunlight has washed over your rapidly adjusting eyes, the sight of a throng of people going about their business within the confines of a thriving town is the first hint at the community interaction that awaits. But let us reassure you, this is no subtle movement towards *Final Fantasy* territory. Instead it's merely an attempt to reduce the singular loneliness of the original game and make this second *Onimusha* experience a lot deeper, demanding more decision making on the player's part.

This increased depth is achieved through the added importance of >



THE AXEMEN RETURNETH Remember these guys? There're a lot more devious this time.

INVINCIBLE Use your power orbs wisely. This spectacularly lethal effect doesn't last long.

MORE THAN ONE WAY TO SKIN A CAT And there are plenty of ways to stab a samurai too.

NICE LEGS, SHAME ABOUT THE MACE
Use your magical powers for the bosses.

items found, unlocked, and bought throughout the game. Yes, bought. Gold can now be collected throughout the game and used to buy items from a shop within the town and from subsidiary characters you'll meet on your travels. The purpose of all this bargain bartery and seemingly meaningless item accumulation is to befriend four additional characters who can totally transform your prospects.

By offering the appropriate gifts to each of these characters, like a playground gesture to a new best friend, they'll develop an affinity towards you and help you out at critical stages. In return they'll also reward you with a gift that's decidedly more useful than a rare Chris Waddle mullet shot for the 1984 Panini sticker album. Conversely, offer them something they detest and they'll dismiss your advances with scorn and leave you to face Nobunaga's evil hordes on your own. Working out the likes and dislikes of each character is as much of the challenge of *Onimusha 2* as slicing, cleaving and chopping every gruesome foe that stands in your way. Which, by the way, rewards you with the additional bonus of more gold nuggets to add to your pockets.

In this way your path through the game is dictated by the choices you make and the friendships you develop. Assistance can only be gained from one companion at a time, and depending on who you've bribed most impressively, their help will affect the overall adventure. Apparently, upon completion of the game you'll have only experienced 60 percent of *Onimusha 2*. Only by replaying the game and focusing on making friends with a different character will you get to witness everything this game has to offer.

During our first play we were mostly aided by Ekei. At one point we came to a forking junction in the forest, and through his help the right path became apparent. However, when we later replayed the game and enticed Kotarou to join us on our travels, this path through the forest was impassable. Instead we gained control of Kotarou and then had to battle our way through entirely new areas to work our way around this impasse. This feature alone adds to the replay value immeasurably, while also making the whole experience far more dependant on the player's decisions. What's most impressive is that even the initial 60 percent of the game that you'll see at first, is still twice as big as the original *Onimusha*. The entire game is reputed to be three times the size.

Veterans of the first game will immediately recognise the re-occurrence of some of the original locations. Rather than giving the impression that the developer has been lazy and just rehashed old

学 友 小 小

/ THEY'LL REWARD YOU WITH A GIFT THAT'S MORE USEFUL THAN A RARE CHRIS WADDLE MULLET SHOT /

宴 友 行 由 天

FRIENDS: THE ONE WITH CLEAVAGE

PERHAPS THE FEMALE TOUCH IS WHAT YOU'RE MOST LACKING

OYUU

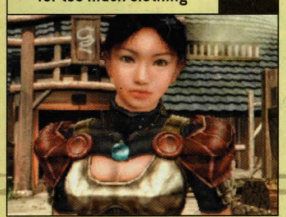
联亲南南

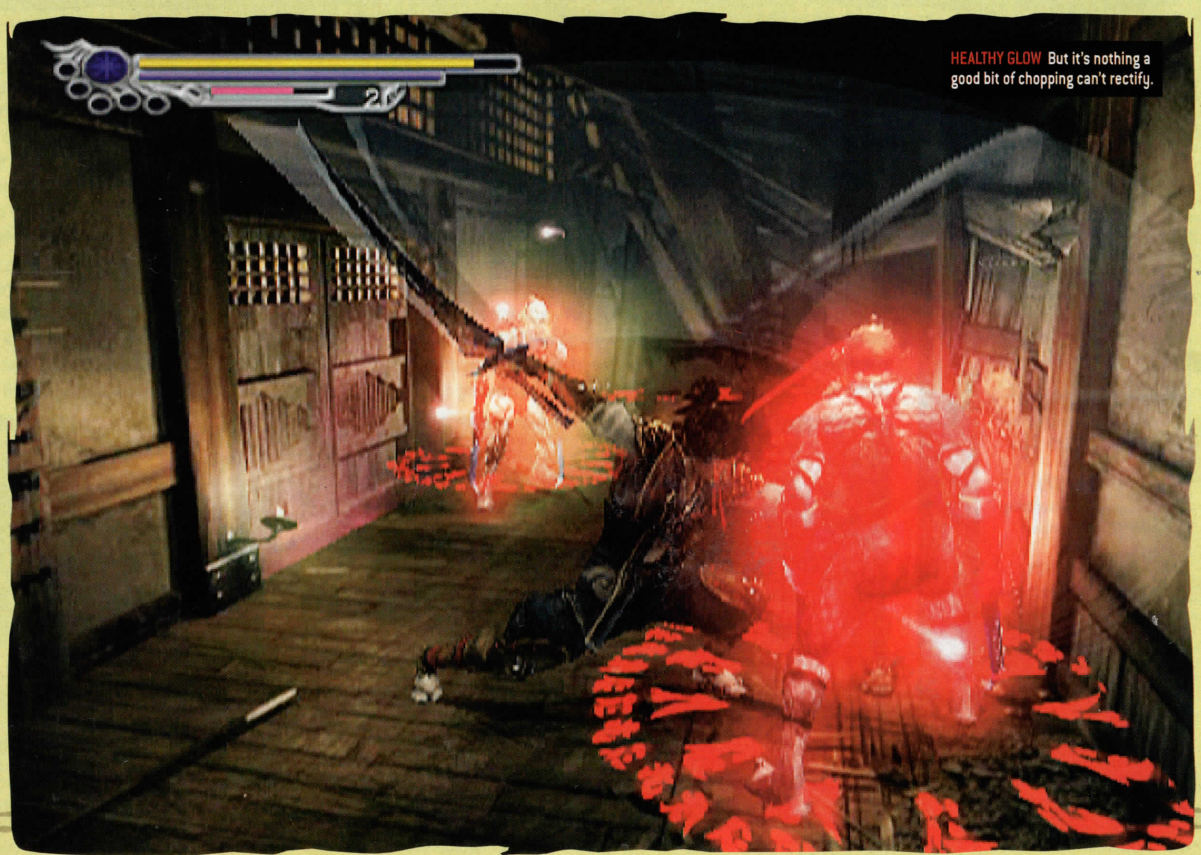
// WEAPON OF CHOICE
Katana

// FIGHTING STYLE
Nimble on her feet and just as quick with her blade

// INTERESTS
Typical girlie things like ornamental fans and embroidery

// PERSONALITY
Mysterious with a dislike for too much clothing





HEALTHY GLOW But it's nothing a good bit of chopping can't rectify.

WOOD YOU BELIEVE IT? Look at the bark on that! This really is a treat for tree fans.

areas of Nobunaga's castle, it's actually rather pleasing, like bumping into an old friend. This one feature invites you into the game, making you feel part of the whole experience, like you're part of a select 'in crowd' who've been there before. Fond memories of laying out a particular foe come flooding back, exclamations of "That wasn't there before!" pour forth and a pervading sense that it all looks better, feels better and plays better this time around confirms that *Onimusha 2* is everything you'd want from a sequel.

ON A MISSION FROM GOD

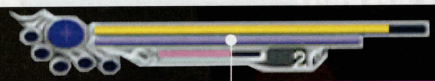
Based ten years after the first game, Jubei, like Samanosuke before him, has been summoned before the gods to have special magical powers bestowed upon him in an attempt to break Nobunaga's reign of terror. Once again you are the gifted Onimusha who has to defy the odds and take on evil with the flashing glint of razor sharp steel as your deadliest ally. The game begins with a movie that far exceeds the jaw-dropping spectacle that won the first game's intro so many awards. Although we wouldn't be surprised if there were a few cuts made to it before its release over here. The gruesome horror of it goes a little too far at times. After this stunning opening there's barely time to get re-acquainted with the controls before you're thrusting your sword with vigour at the relatively simple foot soldiers who ease you back into the swing and stab of things.

In the intervening ten years since the first game, Jubei has learnt quite a few tricks and added a considerable amount of stylish new moves to his neck-chopping repertoire. Previously combat revolved around a number of basic weapon swipes and your limited supply of magical ability that unleashed far more powerful lightning flashing, wind swirling, fire engulfing attacks. All of this remains but in >

LOVE THIGH NEIGHBOUR Making friends with Oyoo is a good idea. Would you want to be up against thighs like those? No, don't answer that.

IT'S REALLY VERY SIMPLE, HONEST.

DECRYPTING ONIMUSHA 2'S POWER BAR SYSTEM COULD BE ONE OF THE GAME'S BIGGEST CHALLENGES.



PURPLE MAGIC BAR

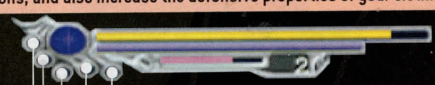
When this is fully charged, you can unleash two or three awesome magical attacks with whatever weapon you have to hand. Lost souls replenish your supply, special areas refill it, and jewels can be used to lengthen the bar.

YELLOW HEALTH BAR

You're dead when this runs out. More elaborate attacks are rewarded with health-restoring souls. In their absence, herbs can be used to restore you to full health. Again, jewels can be found, unlocked or traded to lengthen it.

PINK SOUL BAR

Every soul you draw in fills this bar many times over, as signified by the number. These can be used at save points to upgrade the capabilities of your weapons, and also increase the defensive properties of your clothing.



FIVE PURPLE CIRCULAR SLOTS

During certain encounters, a large purple soul will appear. Collect five of these to become invincible with unlimited magic attacks for a brief period. It's best to fill four slots and leave the fifth empty until a boss encounter.

PER-TWANNNGGG Make like Robin Hood, but with magic and a better wardrobe.

YOU CAN POKE IT Or stab it, or tease it. It's up to you. You've got a sharp stick. He hasn't.

enhanced form, with little tweaks here and there almost totally eradicating the stilted clumsiness that was the bane of *Resident Evil* players worldwide.

Extra moves have been added to your repertoire in the form of combos that can only be learnt by unlocking, buying or being gifted valuable scrolls that detail the exact button combinations for you to learn. Unlike *Tekken*'s convoluted combos, things are kept pretty simple but the rewards are delightful. Devastating thrusts that launch aggressors into the air in a blinding flash of pyrotechnics, and a much greater soul absorbing haul are your rewards for adept swordmanship.

Allied to these new combat techniques is the ability to become invincible for a very brief period and unleash unlimited magical attacks. If you look at the power bar in any of these screens (or check the panel on the previous page) you'll see five circular slots. During battle, a large orb is sometimes released by your foe. If you draw in five of these you'll become powered up just like Samanosuke in the final battle of the first game. Knowing when to unleash this power and using all of your abilities wisely makes for a more considered battling experience.

Despite what some might say, *Onimusha 2* is clearly not just about repetitively hitting the attack button.

Time your attack for the moment just as your opponent is about to strike, and you'll be granted a one hit kill and a much greater supply of lost souls to absorb. Or you can hold down your defence button for a couple of seconds and wait for your weapon to glow, making for a much more lethal tool. But the most important pre-fight consideration is which weapon to use. Some tools of the killing trade are better suited to certain enemies and others are just much more gratifying to wield.

After the lightning, fire and wind attacks of the weapons in the first *Onimusha*, we can now add ice to this deadly list. Whacking someone with the new addition to your armoury, the spear, freezes adversaries on the spot in preparation for a finishing swipe that shatters them into a million pieces. It's slightly more cumbersome to use than your faithful katana but it enables you to attack from a safer distance. Your lightning sword and double-ended wind blade return, but the most enticing of all weapons is the thunderous hammer. Very difficult to get hold of, and only available later in the game, it's easily the most enjoyable to unleash and well worth the effort to acquire.

RETURN OF THE MUTANT KILLER STICKLEBACKS

Everything has been set up to force you to use these weapons more frequently and frantically than in the original game. Enemies are more intelligent, varied and considerably more numerous. Even the hideous freaks from the first game seem much more challenging now. Remember those spiky-backed sentries that curled up in a ball and attacked you like a rolling mace? They've returned, and now they're much harder to defend against with their speed of attack increased considerably. Fending off a gang of these is significantly more challenging, and those are just your basic assailants. We don't want to reveal everything, but it'll suffice to say that the creatures you'll encounter are even more darkly imaginative and cunningly aggressive than before.

CLOUD AND CLEAR Some of the magic spells look magnificent, such as this haze of purple plasma.

FRIENDS: THE ONE WITH THE BEERGUT

WHEN ALL ELSE FAILS, TRY A GREAT BIG LUMP OF BRUTE FORCE

EKEI

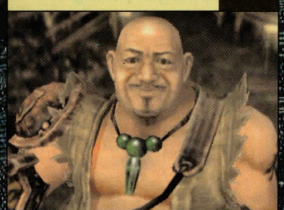
节开节京

// PREFERRED WEAPON
Spear

// FIGHTING STYLE
Sumo stance with heavy clubbing blows and thrusts

// INTERESTS
Drinking, eating, eating, drinking, drinking, drinking...

// PERSONALITY
Loud, boisterous and full of himself



FRIENDS: THE ONE WITH THE 'BLING'

ADD SOME GO-FASTER STRIPES TO YOUR QUEST WITH YOUNG KOTARO

KOTARO

// WEAPON OF CHOICE
Twin blades

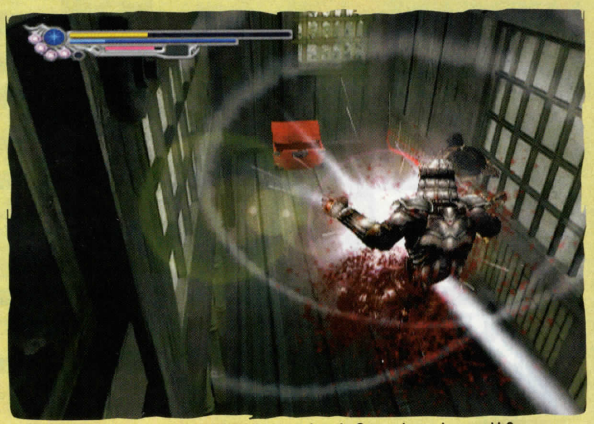
// FIGHTING STYLE
Moves like a ninja

// INTERESTS
Rare and expensive items and things that appeal to younger warriors

// PERSONALITY
Likes to bewilder his foes by turning invisible in battle

开联明际盟联

PUT YOUR ARMOUR ROUND ME Metal-wrapped foes take a bit more battering, naturally.



LIGHT SABER, CIRCA TENTH CENTURY And you thought George Lucas invented it?

This increased challenge also applies to your soul absorbing activities. Although each kill still rewards with a steady supply of souls that can be used to replenish your health and enhance your weapons, much more of them are required to elicit changes in your weapon's power. Of course this means you're going to have to slay even more enemies in even more spectacular ways; something that needs no encouragement. Souls don't seem to hang in the air as long either, so it's even more of a balancing act between leaving yourself undefended to absorb souls or letting them disappear in favour of protecting yourself and finishing off the battle first.

When the first *Onimusha* arrived at the *PSW* offices it heralded a fresh new direction for *Resident Evil*-style games. The fusion of more intuitive controls, less clumsy combat, a vast increase in foes and much greater haste couldn't fail to impress. But that was a year ago. All of these things are taken for granted now, so the fact that *Onimusha 2* still impresses so effortlessly speaks volumes for the labours of the developer. Its retained everything that fans of the original loved while nipping and tucking in all the right areas.

Most importantly, the new additions look like making the game considerably more involving and the whole experience more varied and far less predictable. With puzzles more evenly spaced out within the game (rather than lumped in one continuous section as happened in the first game), character interaction far more significant and combat even more gratifying, both physically and visually, *Onimusha 2* looks like maintaining its place among the elite of third-person action adventures. If you revelled in *Devil May Cry*'s relentless action and delighted in *Code Veronica*'s more considered, thoughtful pace, you should find *Onimusha 2* is just your thing, as it's the perfect blend of both. Put this very high on your wanted list.

PSW

PURPLE HEART One expert blow slices the bony one in half.

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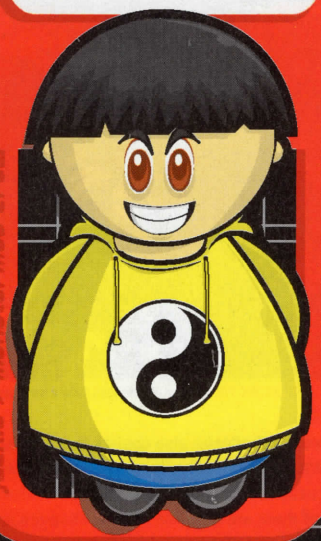

ringtones

dualtrac

top tunes	Will Young	Anything Is Possible	100962
	Will Young	Ever Green	100963
	Westlife	World Of Our Own	796153
	Enrique Inglesias	Hero	796144
	Kylie	In Your Eyes	795448
	R.Kelly	The Worlds Greatest	101042
	Mis-teeq	B With Me	101066
	S Club 7	You	796124
	DB Boulevard	Different Point Of View	100934
	Pink	Get The Party Started	796121
	Brandy	What About Us	100933
	Pursetones	Addicted To Bass	796096
	Alien Ant Farm	Movies	100692
	Ja Rule	Always On Time	796148
	A1	Caught In The Middle	796140
	Jakatta	Ever So Lonely	100918
	Britney Spears	Overprotected	795521
	Bubba Sparxx	Loverly	101169
pop	Aaliyah	More Than A Woman	796099
	Daniel Bedingfield	I Gotta Get Through...	795668
	Dj Aligator	Blow My Whistle	796100
	Sophie Ellis Baxter	Murder On The Dance...	795444
	V Beckham	A Mind Of Its Own	796152
	Princess Superstar	Baby Sister	100951
	Lighthouse Family	Run	101172
	Gareth Gates	Unchained Melody	101004
	George Michael	Freek	100917
dance	Basstoy	Running	796085
	Ian Van Dahl	Will I	795884
	Dirty Devils	The Drill	796143
	ATFC	Sleeptalk	100693
	Timo Maas	Hate To Say I told You...	100953
	Dilated People	Worst Comes To Worst	100943
	Aphex Twins	Window Licker	101003
	Jamiroquai	Love Foolsophy	100686
rock	Orbital	Funny Break	101175
	Wip Feat Emmie	I Wont Let You Down	100922
	Train	Drops Of Jupiter	100956
	Marilyn Manson	Tainted Love	101173
	Garbage	Cherry Lips	796146
	Incubus	Wish You Were Here	796147
	Spiritulized	Do It All Over Again	100961
	Ian Brown	Whispers	100944
	Kosheen	Catch	796090
urban	De La Soul	Baby Phat	101066
	Outsidaz	Halo	100949
	Nada	Bring It On To My Love	100697
	Leann Rimes	But I Do Love You	100946
	Joshua Ryan	Pistol Whip	100944
	Alicia Keyes	Brotha 2	100941
	Stained	For You	100952
	Warren G	Looking At You	100957
	P.J. Harvey	Good Fortune	101005
	Jay Z	Girls Girls Girls	796089

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Monty Python	0055
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Wait For Pencil	0058
Psychic Hotline	0061
Queens English	0062
Listening Radio	0063
Delicious Recipe	0064
Screaming Calls	0065
Secrecy	0066
The Whitehouse	0068
Speculation	0069
Split Epsonality	0071
Spooky Sounds	0072
Sven Hair Repair	0073
Talk Show Host	0074
Polite Teenager	0075
Win A Car	0080

famous

Ali G	0501
Ant And Dec	7010
Arnie	0200
Barney	0254
Big Brother	7012
Britney	0351
Chris Tarrant	0500
Dame Edna	0257
Devil	0506
Elvis	0083
George Bush	0442
Jack Nicholson	0159
Jamie Oliver	0507
Kermit	0264
Make My Day	0265
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orange: dial 123 - go to the menu, choose option 3 - 'change personal options'. then go to option 2 - 'change pin number'. you can now enter your unique pin number.

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Staines 105254	Massive 105248	Boyakasha 105243

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	Will Young	Ever Green	100963
	Westlife	World Of Our Own	796153
	Enrique Inglesias	Hero	796144
	Kylie	In Your Eyes	795448
	R.Kelly	The Worlds Greatest	101042
	Mis-teeq	B With Me	101066
	S Club 7	You	796124
	DB Boulevard	Different Point Of View	100934
	Pink	Get The Party Started	796121
	Brandy	What About Us	100933
	Pursetones	Addicted To Bass	796096
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	Jakatta	Ever So Lonely	100918
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	V Beckham	A Mind Of Its Own	796152
	Princess Superstar	Baby Sister	100951
	Lighthouse Family	Run	101172
	Gareth Gates	Unchained Melody	101004
	George Michael	Freek	100917
dance	Basstoy	Running	796085
	Ian Van Dahl	Will I	795884
	Dirty Devils	The Drill	796143
	ATFC	Sleeptalk	100693
	Timo Maas	Hate To Say I told You...	100953
	Dilated People	Worst Comes To Worst	100943
	Aphex Twins	Window Licker	101003
	Jamiroquai	Love Foolsophy	100686
rock	Orbital	Funny Break	101175
	Wip Feat Emmie	I Wont Let You Down	100922
	Train	Drops Of Jupiter	100956
	Marilyn Manson	Tainted Love	101173
	Garbage	Cherry Lips	796146
	Incubus	Wish You Were Here	796147
	Spiritulized	Do It All Over Again	100961
	Ian Brown	Whispers	100944
	Kosheen	Catch	796090
urban	De La Soul	Baby Phat	101066
	Outsidaz	Halo	100949
	Nada	Bring It On To My Love	100697
	Leann Rimes	But I Do Love You	100946
	Joshua Ryan	Pistol Whip	100944
	Alicia Keyes	Brotha 2	100941
	Stained	For You	100952
	Warren G	Looking At You	100957
	P.J. Harvey	Good Fortune	101005
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JEDI 100137	309569	100672	309712
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new 809292	new GUESS WOT I'M DOING? 101057	100685	705447
new 101103	new 809062	new YOU buy / OH WOT RI text me! 101100	100228
new Wild Cat 100887	new BOY RACER 101072	new ENGLAND SVEN 210550	new HEE! HEE! HEE! 796021
new Let's get DIRTY 101124	new 101096	new 101095	101094
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REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

74 **TEKKEN 4** Playing this will turn *all of you* into uncontrollably violent drug-taking degenerates who molest dogs. True. We saw it in the papers.

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE YOUR BUYING DECISIONS SIMPLE. HERE'S HOW IT WORKS.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	RECOMMENDED
7/10	GREAT
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	VERY DISAPPOINTING
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS

"COME AS YOU ARE, AS YOU WERE..." SANG

Nirvana's Kurt Cobain famously, and look where it got him. He's dead. Fortunately *Tekken 4* has neglected either to take his advice *or* send its own hat into orbit with a shotgun, and has come back all shiny and new (like a virgin, touched for the very first time). It is, in the words of our reviewer Gary Cutlack, "hmurmurmurmurmer... ahey". He's a very quietly spoken lad, you know, so it's probably better if you read his words (page 74-77) rather than phone him.

Moving along – because we want to, *because we want to* – you'll find all manner of things to make you stare at the telly like an epileptic in search of a seizure. Many are sports games this month, for reasons that shall remain shadowy and mysterious (money). But *which* tennis game should you buy, which football title, which boxing or golf simulation? The answer, my friend, is blowin' in the wind, but you'll also find lots of them between here and page 101. How convenient.

Incidentally, page 101 is like Room 101 this month – *Frogger: The Great Quest* sucks, blows, bites and stinks all at the same time. It deserves to be banished from this life in as brutal and final a way as possible.

And so my friends the end is near, and so we face, the final sentence. Here it is, look.

/ **STEVEN WILLIAMS** STAFF WRITER

PSW GAME OF THE MONTH

PSW GAME OF THE MONTH

The Game of the Month Award is what it is, the title that in *PSW*'s opinion is the essential purchase of the month. Go and buy it now.

PSW MUST BUY

PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. Simply, if you like this type of game, you 'must buy'. Clever eh?

080 Downforce

100 Tiger Woods

NEW RELEASES

THERE'S NO ONE QUITE LIKE GRANDMA, SO IT'S SAID, BUT SHE'S NOT GOING TO FIT IN YOUR PS2. SO WHAT USE IS SHE NOW, EH? MAYBE SHE'LL LEND YOU A TENNER TOWARDS ONE OF THESE.

PS2 NEW RELEASES

074 TEKKEN 4
078 2002 FIFA WORLD CUP
080 DOWNFORCE
082 ISS 2
083 MR MOSKEETO
083 MAD MAESTRO
084 FREQUENCY
086 TETRIS WORLDS
087 ALL-STAR BASEBALL 2003
088 FINAL FANTASY X
092 PRO TENNIS WTA TOUR
093 GITAROO MAN
094 MIKE TYSON HEAVYWEIGHT BOXING
096 PRO RALLY 2002
097 SHADOW HEARTS
098 SMASH COURT PRO TOURNAMENT
100 TIGER WOODS PGA TOUR GOLF 2002
101 FROGGER: THE GREAT QUEST

FULLY SHAVEN Newcomer Marduk also comes with hair in his 'away' costume.

THE UPSIDE Finally! The crowd scene we wanted!

DO IT AGAIN It's smooth and gorgeous in playback.

TEKKEN 4

PREPARE TO FIGHT IN THREE DIMENSIONS WITH THE NEWEST, COOLEST AND DEFINITELY BESTEST TEKKEN SO FAR.

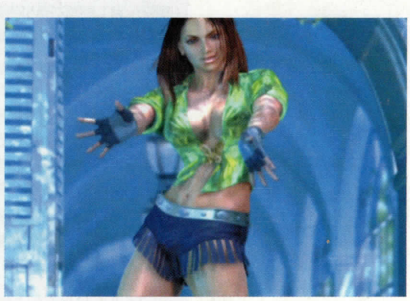
TYPE	FIGHTING
PLAYERS	1-2
OUT	SEPTEMBER
PUBLISHER	SONY
PRICE	IMPORT
DEVELOPER	NAMCO
AGE	TBC

SEE IT ON DVD

/ Will Christie 'pop out'?
/ Will Ling Xiaoyu flash her knickers at you?
/ Will we play as any men?

TEKKEN WILL ALWAYS HAVE ITS

place. Even if only trading on former glories, the release of any new *Tekken* product is always a contender for Biggest Event of the Year. Like a new series of *Only Fools and Horses* it doesn't matter how crap it is – it's always going to be a huge success thanks to the significant goodwill the franchise has accumulated. If we say it's rubbish it won't matter, if we say it's brilliant it's not going to make any difference, seeing as you'll all be buying it anyway.



I'M CHRISTIE. PLAY ME New and very sexy movie clips are in T4.

At least, those of you not already won over by the superb *Virtua Fighter 4* will.

Surprisingly not just more of the same, *Tekken 4* is a fully three-dimensional update to the disappointing *Tag Tournament* that manages to bring excitement back to the confrontational world of *Tekken*. Whereas *Tekken Tag Tournament* was a lazy, seemingly hurried update, *Tekken 4* is an all-new and significantly improved episode boasting new arenas, new techniques, new characters and an impressive new look.

FIRST RULE OF TEKKEN CLUB: YOU DO NOT TALK ABOUT VIRTUA FIGHTER 4

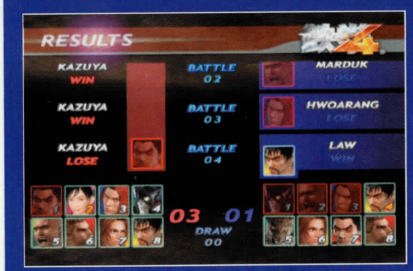
Sorry but we're gonna have to. There's something we need to confess and you're not going to like it very much; everyone in this office prefers *Virtua Fighter 4* to *Tekken 4*. We prefer *VF4*'s technical balance, we prefer *VF4*'s look, we prefer *VF4*'s dependence on counter-attacking and defence, we would even admit to fancying Sarah Bryant more than Nina Williams were we engaging in the stock drunken conversation about which games characters we would like to shag most.

FOXY BOXING Newcomer Steve Fox keeps the British end up with his swaying boxer skills.

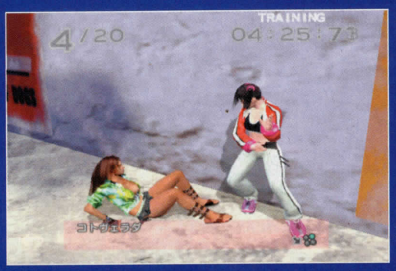
ALL BACK TO YOURS?

NEW HOME FEATURES GALORE IN TEKKEN 4!

STORY BATTLE Comes with pretty bad sketched intros.



TEAM BATTLE For the ultimate in eight-on-eight action.



TRAINING Have a nice lie down if it gets a bit frantic.

IN THE BEGINNING Set your difficulty the first time you load.

PRACTICE Unlimited time against a pliable opponent.

TEKKEN FORCE Nice, but not what you'd call a deal maker.

UPON LOADING THE GAME FOR THE FIRST TIME you're asked to select your difficulty level. Easy, medium, hard, very hard or ultra hard are your choices – feel ashamed if you go for anything less than hard, you wuss. There's another surprise as well – all of the game's extra features are available from the outset (at least, the ones we know about are), opening up the delights of *Tekken Force* from the off. That's about it for new ideas – when it comes to innovation, *Tekken 4* lags some way behind *Virtua Fighter 4*.

// ARCADE/TIME ATTACK

The game. As in the arcade. You against PS2 or a friend, against each other or the clock. The options screen has a quick character select choice for instant rematches.

// STORY BATTLE

This is like the normal game, only with a poorly sketched and overly long character story beforehand. Complete the game in this mode to unlock extra characters and watch your fighter's all-new ending.

// TEAM BATTLE

Up to eight of yours versus up to eight of theirs. Winner stays on. But will you ever bother?

// SURVIVAL

A standard option – one man against the others. There's no way to boost your life gauge as you go through, making this a sizeable test even for you Easy mode users.

// PRACTICE

Go through your moves, receiving advice as to how much damage you've caused. Make your practice mannequin stand there or perform the attacking or defensive move of your choice.

// TRAINING

Extremely similar to Practice, only with the inclusion of moves lists on screen for you to observe, copy and therefore learn. Training you, if you will.

// TEKKEN FORCE

The big addition, the main extra feature. It turns out to be a scrolling, all-3D action affair, with eggs and chicks to collect and restore your power as you go. Frankly, we find it pretty dull – each enemy requires a hell of a lot of of work to kill, with more falling from the sky to replace them once eventually offed. It's quite a nice novelty bonus, but as a standalone game it would get about 3/10. Don't go getting all excited about this.

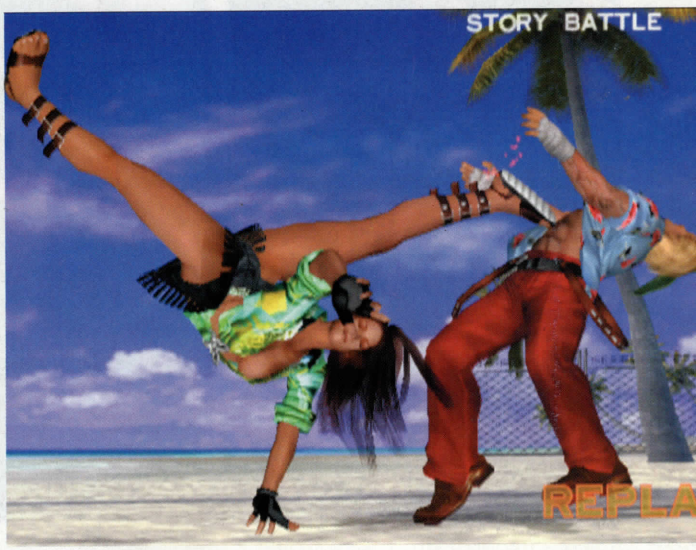
// THEATRE

View either the awful sketches for each character's new Story mode intro, or watch their ace in-game graphics story ending. You may also save replays and watch them back but sadly without any pausing or the frame-by-frame slow-mos of *Virtua Fighter 4*'s superior viewing room.

// COSTUMES

Loads are unlockable. More than *VF4* – and we're not done counting yet either.

SMACKDOWN! Tekken's rowdy style suits today's maniac gamers better than VF4's tecchie excellence.



DOWN AT THE BEACH Well you've got to get yourself tanned downstairs somehow.

UPSKIRT ACTION
Ling's sexy little pink number is a fave with us pervs.

But that doesn't mean *Tekken* is rubbish, far from it – it just means that we're an unusual collection of people that don't reflect public opinion. In fact it could be argued that the main reason we don't like *Tekken* is because it's so damn popular, and we all want to look cool and dangerous by liking the underdog and rebelling against the common consensus of the people.

But that problem is best kept between us and the therapist. *Tekken 4* is still capable of amazing levels of gameplay entertainment, regardless of personal preference. It just means that we, us specifically, the six or seven people in the office that regularly play fighting games together, all prefer *VF4*. So how does *Tekken 4* attempt to win our favour? What methods are at its disposal to convince us it's better than *Virtua Fighter 4*? How does it encourage us to put aside our mass market prejudices and turn to it for our combat needs?

YOUNG, DUMB, AND FULL OF FUN

Tekken 4 uses sheer brute force to impress. It's a loud, violent, fast, colourful experience that has more in common with a firework display than video games, offering speed, flash effects, outlandish characters and violence as its unique selling points. It's more spectacular than Sega's game, replacing *Virtua Fighter*'s realistic approach for a legs spinning, breakdancing, fire-throwing circus show of combat.

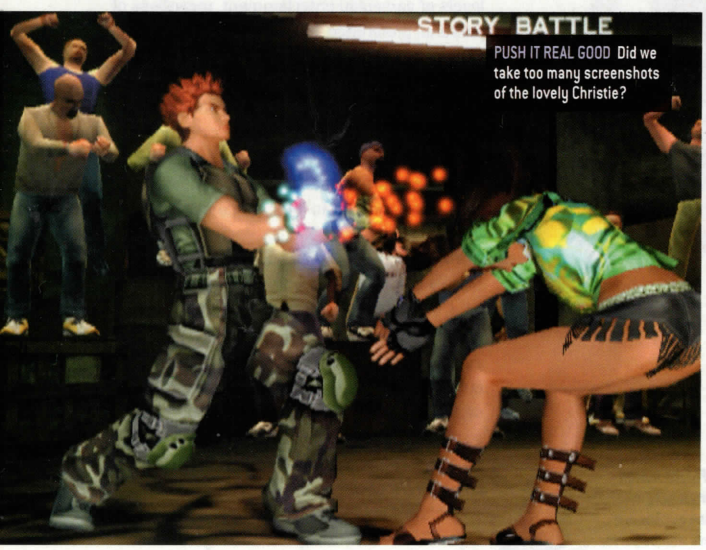
Tekken 4 is the glitzy WWF to *VF4*'s traditional Greco-Roman wrestling. If *Virtua Fighter 4* is the >

A KICKIN' PAIR OF TRAINERS Somehow getting kicked in the face doesn't seem as bad when it's a pink bootie.

dainty and respectable Marquis of Queensbury, *Tekken 4* is a big, fat, drunken man with a lead pipe, who, in his confused and paranoid alcoholic stupor, has become convinced you've been sleeping with his girlfriend for the last six months and is now going to give you a kicking. It's hard and fast, it's vicious and dirty, and unlike the *VF* series, no one could ever accuse *Tekken 4* of being boring.

The characters are the game's main focus, the differences between them much more pronounced than the martial arts variations offered by *Virtua Fighter*. With the move into proper, grown up 3D comes many new gameplay techniques. An up or down double tap of the d-pad performs an evasive leap, throwing your character a few degrees offline and momentarily out of attacking range. Some characters may also evade via the use of a position or stance change, best illustrated by British newcomer Steve Fox's swaying, leaning moves, which simultaneously move him out of harm's reach and make him look more stylish than the other bruisers. He's a boxer and therefore has no kick moves at all – another first in *Tekken 4*. New fighter Christie Montiero is also very attractive, possibly eclipsing Sarah Bryant – but we need to see her in a few more outfits first, just to decide.

/ IT'S HARD AND FAST, IT'S VICIOUS AND DIRTY /



PUSH IT REAL GOOD Did we take too many screenshots of the lovely Christie?

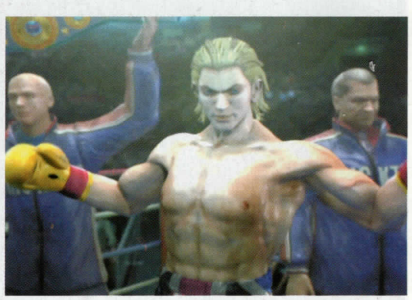
FIGHTING FIT

As well as Christie's spectacular arse we're also impressed by the way *Tekken 4* looks in general. The 3D backgrounds, aside from being pretty, are now also solid and constructed as one coherent whole. There's no 2D scrolling floor; everything joins together, meaning you're free to scrutinise the world you fight in without fear of seeing the joins and ruining the fun. It makes *Tekken Tag Tournament* look like the work of untrained schoolchildren. It's still slightly simpler looking than *VF4*, but there's a lot more going on – that's your inevitable trade off.

Many of the new and excitingly 3D items are now destroyable, seeing phoneboxes, pillars and walls giving way when your limp corpse is thrown into them for the umpteenth time by the nine-year-old relative you foolishly challenged to a two-player game. The New Things department is also packed with enough other innovations to make *Tekken 4* an enjoyable experience even to jaded Iron Fist Tournament veterans.

The biggest nod to development comes with the underfoot terrain, which now sports undulations. Whereas *VF4* took the retro step of flattening its floors and returning to a pure one-on-one experience unspoiled by the randomness of

COMMON RUFFIANS It's no way for gentlemen to settle a dispute.



SILVER FOX But he can't be British, he's just won at sport.

BRAZEN HUSSIES You wouldn't catch the VF4 girls dressing like that.

PANTY SHOT! You can't have a fighting game review without at least one gusset.

KAPPA SLAPPER Jin's jacket hood falls down during a fight.

THAT'S GOTTA HURT "Oof!"

bumpy ground, *Tekken 4* has, for the first time, gone for lumps, bumps, slants and dips. It adds a galactic amount of strategic depth as you struggle to comprehend the complex mechanics of making hits connect to the face of a fighter standing some way uphill.

Curvy floors were removed from *VF4* because they were deemed too complex even for braniac *VF* spods to comprehend, but for some reason the random nature, the element of chance, the possibility of fluke just seems to suit the more throwabout *Tekken* gameplay better. Some characters are better suited to certain stages too, forcing players to think a little more when selecting the arena before a battle.

There's just a lot more tactical variation all-round in *Tekken 4*. The side-step manoeuvre is now a critical tactic instead of just being there to fake three-dimensional play, while the addition of walled arenas – new to *Tekken* if not an entirely original idea – also goes a long way in upping enjoyment and making us like *Tekken 4* a lot more than we used to. There's so much more to playing it nowadays; it's a far cry from the combo intensive, simple and somewhat undemanding bludgeon-fests of *Tekken*s past.

STREET FIGHTER TOO

That said, when compared to *Virtua Fighter 4*, *Tekken 4* is still very much the raw street brawler to *VF4*'s immensely deep technical challenge. Which, happily for the suited bean-counters down at Sony corporation's fashionable Soho HQ, means that if you like fighting games you really do need to own both, such are the numerable and gaping differences between the two mega franchises. If you don't like fighting games you've just wasted ten minutes of your life reading this review, you spanner.

In the end it's a huge relief to see *Tekken 4* turning out very, very good. It's reassuring that those who would've bought it anyway just because it's *Tekken* are going to get a decent game that's genuinely enjoyable and innovative, as opposed to the convince-yourself-it's-good disappointment of *Tag Tournament*. *Tekken 4* is a genuine improvement to the ageing fight series, one that's exciting to play and look at, and an essential buy for anyone who likes their gaming to be loud, fast and raucously playable.

/ GARY CUTLACK

HE'S A PUSSYCAT Or is he a man? Either way you wouldn't want to drop a piano on his foot.

VERDICT PSW

UPPERS	DOWNERS
- Well-worked move into 3D	- Just another beat 'em up
- Some great new characters	- Not enough girls!
- Many cool new techniques	- But then there never is, eh?
- Looks extremely nice	- Er... *Tekken 5* soon?

GRAPHICS	- An unbelievable improvement over *Tekken Tag*	9
SOUND	- "Oof!", "Ow!", "Ee!", "Grah!", "Woo!", "Nng!" "Oh!"	8
LIFESPAN	- If you like it, you'll like it forever.	9

OVERALL SCORE 9

We love it, despite the fact that we usually hate *Tekken*. *T4* is the fastest, coolest, prettiest, smoothest and best game the series has managed. It's the *Tekken* PS2 deserves!

DEJA VU Oh no, Argentina and penalties... flashback time.

FOR FIFA'S SAKI Can Japan win on home turf? Answer - no.

MONK-Y MAGIC That's our trick. We do freekicks. You win World Cups.

2002 FIFA WORLD CUP

GIRLFRIEND BOOKED ON A HOLIDAY FOR THE SUMMER YET? TIME TO INVITE SOME MATES ROUND TO GET IN THE SPIRIT FOR THE MAIN EVENT.

TYPE	FOOTBALL
PLAYERS	1-4
OUT	APRIL
PUBLISHER	EA SPORTS
PRICE	£39.99
DEVELOPER	EA SPORTS
AGE	3+

HOW MANY TIMES DOES IT HAPPEN at parties? You turn up with your so-called mate, who jammily manages to pull the stunning blonde, while you get lumbered with her scary looking mate. Five hours later and you're still engrossed in each other's conversation while your mate's bird has ditched him in favour of the bloke with the Escort XR3. You see, swanning around with that "she's with me" look on your face is a brief thrill; just ask Michael Grecco or Dane Bowers.

Unfortunately the 'looks aren't everything' theory is lost on *FIFA*'s developer. Every moment must be spent cramming as much visual detail as possible into its next footy instalment. Admittedly that's not too many moments since it finished the last game but *2002 FIFA World Cup* is once again a showcase for massive graphical over-indulgence.

The level of detail on each player is astounding. Michael Owen looks just like the real thing. Admittedly in a zombified, waxwork model fashion but the likeness is staggering. Beckham, Zidane, even lesser stars like Ferdinand and Southgate have had a remarkable amount of effort put into their visual appearances. All that are missing are the modelled popping veins for every time Roy Keane gets booked for moaning at the referee.

I DID THAT?

In order to show off these graphical achievements *FIFA*'s replays are tremendously extravagant. To a backing soundtrack by the Vancouver Philharmonic Orchestra, goals are zoomed in on and replayed in

SMASHIN' OR CASH IN? HAS SIX MONTHS BEEN LONG ENOUGH TO IMPROVE THE LACKLUSTRE FIFA 2002.

// LOOKS

Unlike *FIFA Football 2002*, the remarkable levels of detail have not been at the expense of clarity and sharpness. A massive eye-pleasing improvement.

// VERDICT:

// STUTTERING

FIFA 2002 suffered from horrific jerkiness, which ruined play. This latest version has rectified this problem, making for a much smoother affair.

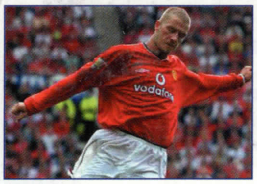
// VERDICT:

// NUMBER OF TEAMS

FIFA games are renowned for their wide range of options and play modes so it's a major disappointment to find no club teams in here at all.

// VERDICT:

// PASSING



The ill conceived *FIFA 2002* passing system has been improved immensely, making for a much more flowing, enjoyable footballing experience.

// VERDICT:

// SCORING

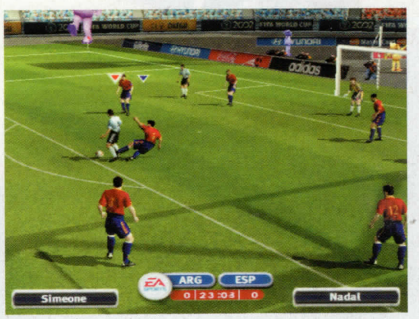
It's easier to score with the improved passing system, which is good, but the star players make it almost too easy at times, which certainly isn't.

// VERDICT:

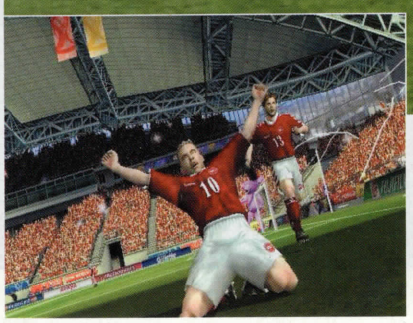
// CONCLUSION: Four thumbs up, one sideways and one down would seem to suggest that the boy's done good. A vast improvement but (here we go...) we'd still plump for *PES*.

STUD ON NOSE Not on my polygon modelled face!

GRAPHIQUES RÉALISTES The players are now instantly recognisable.



TANGOING DOWN A penalty looms as Simeone prepares to fall...



YA DANCER! A passing system that actually works!

DRAGONFLY KICK It wouldn't be FIFA without the ridiculous moves.

GRASSIC VISUALS Even the blades of grass are accurately modelled.

slo-mo numerous times over. We hate to fall for these incidental features of supplementary garnish but in this case it works. *2002 FIFA World Cup* is all about atmosphere and the replays contribute significantly to EA's attempt to get you stirred into an over excited frenzy about the whole event.

Every Japanese and Korean stadia has been accurately recreated; each match is preceded by a fanfare of over-the-top crowd celebrations and elaborate introductions; all 42 squads are as accurate as can be with 40 players to choose from just in case a late injury to a star player results in Sven including an unexpected replacement; Motty and Andy Gray are as excitable as ever with the commentary – *2002 FIFA World Cup* is the complete souvenir package. Play it and you can't help but feel excited about this summer's main event. Of course all of this impressive decoration is nothing if it doesn't play well but this time *FIFA* has the intelligence to match its looks.

Last time around the excessive concentration on visuals resulted in a stuttery affair with a frame-rate that struggled and ultimately failed to keep up with the otherwise flowing action. Thankfully this has now been rectified with a game that's nearly always silky smooth. Now there's no excuse for it to play badly.

Remember the radical departure from *FIFA*'s slick arcade style of play that saw the implementation of a totally new passing system in the last offering? Well it's back, but thankfully the flaws that spoilt the whole footy experience have been ironed out. Stringing together a flowing passing move is now much more intuitive while through balls and spraying the play from flank to flank are much more effective propositions. It also finally manages to eradicate the old *FIFA* trait of players having magic ball-attracting feet, which allowed passes to always reach their target. It's now a much more intelligent footy experience, although there still seems to be a reliance on dribbling your way through the entire opposition when intricate passing doesn't reap any rewards.

COME HERE BALL

Unfortunately the ball still possesses that strange trait of seeming to be glued to the players' feet without ever actually touching them. It just skids along in front. Still you won't spend too long looking at that. Instead you'll be drawn to the spectacular player animations. Overhead kicks, feints and stepovers; you can even indulge in a bout of keepy-uppy if you've got a big enough lead. It's not all about passing to feet any more either. Long balls and crosses that need to be chested down or headed are now far more prominent.

The biggest gameplay innovation is the new Stars feature. Star icons denote the Rivaldos, Beckhams and Figos in your team, who all have genius levels of ball control. The idea is to move possession to one of these players, who's much more capable of opening up the opposition's defence. It's a good idea but in practice the difference is a little too pronounced. At times you end up totally focused on getting the ball to these players while ignoring your other lesser mortals.

/ THE REPLAYS STIR YOU INTO AN OVER-EXCITED FRENZY ABOUT THE WHOLE EVENT /

The whole World Cup experience is recreated with commendable attention to detail, resulting in an authentic, logo-endorsed atmosphere that's perfect for getting us all psyched up in anticipation of the real thing. As always EA Sports is the master at presentation but this latest offering is still a fair distance behind *PES* in terms of sheer footballing perfection; instead *2002 FIFA World Cup* is the best of the also rans. Whereas *PES* is sublimely realistic, *FIFA* is the perfect, easier to get into alternative. It's just a shame that in focusing on the World Cup, EA's chosen to drop all of the league teams.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS	DOWNERS
- Recognisable players	- No club teams
- Massive improvements	- Over reliance on dribbling
- Genuine atmosphere	- No automatic player selection
- Great commentary	- Unrealistic ball physics

GRAPHICS	- Good looking players but not as sharp as *PES*	8
SOUND	- Enthusiastic commentary and atmosphere	8
LIFESPAN	- Just the World Cup, no club teams	6

OVERALL SCORE 7

A massive improvement over the last *FIFA* instalment. *PES* is still the pinnacle of PS2 footballing but this is the perfect pick up and play alternative. A worthy second best.

DOWNFORCE

F1 FOR THE FUTURE GENERATION? MORE CRASHES AND OVERTAKING THEN PLEASE.

TYPE	DRIVING
PLAYERS	1-2
OUT	MAY
PUBLISHER	VIRGIN INT.
PRICE	£39.99
DEVELOPER	SMART DOG
AGE	3+

SEE IT ON DVD

/ Major crashes
/ Super-speedy racing action
/ Charlie Dimmock
/ Oh no, that's *Groundforce*

CRASHES: THEY'RE THE ONLY

reason people continue to watch Formula One. "Did you see the Grand Prix on Sunday?" "Nah, watched the start then I turned over for the *Eastenders* omnibus," is the usual response. If the pack makes it round the first bend without disintegrating into a smoking cloud of bouncing wheels, shattered wings and a million shards of once state of the art equipment, that's it for any excitement. Ironically, even if you do get to witness a spectacular decimation of the field at the first bend there's even less chance of any more thrills occurring before the champagne starts to flow. Will people bother to switch on at all in 'the future'?

They will if Smart Dog's vision of F1 is a realistic portent of much more spectacular thrills to come. Massive shunts sending vehicles skywards and flames jetting out in a mangled explosion of wrecked parts are a frequent occurrence every lap in *Downforce*. And that's even before you stick your own meddling nosecone into the fray.

The nine cars on track with you are just as aggressive and equally as fallible as any human competitor. Try to sneak past on the inside and they'll vigorously defend their position. Nudge their gearbox and they'll retaliate by ramming you into the barriers or chopping your nose of, sending you spinning to the back of the pack. Pressure them into a mistake and there's every chance they'll lose it big time and stove it into the wall, maybe even taking a few unsuspecting racers with them.

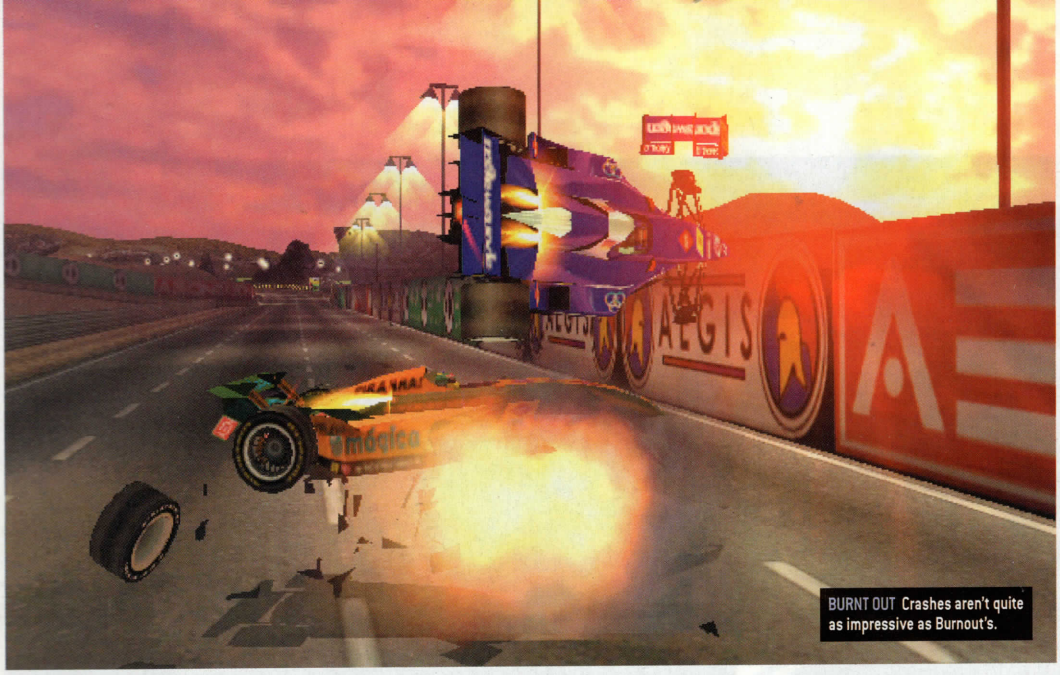
Watching incredulously as half the field erupts in a spectacular tornado of spiralling, burning, twisted metal up ahead is an invigorating experience. Rounding a bend at insane speeds to be faced with the sprawling wreckage of three or four cars strewn across the road and only a millisecond to react is plain terrifying. They might not look as voyeuristically spectacular as those in *Burnout*, but each crash is infused with the emotional conflict of a sudden rush of adrenalised panic, relief and sadistic exhilaration. Swear words will be involuntarily released, breath exhaled in one startled lungful and a gleeful, manic grin displayed when you manage to scythe your way through the carnage. Swearing will also ensue (but with a different kind of vigour) when you wipe out.

PRETTY FAST Scenic features blur by at an impressive rate.

WHERE'S YOUR HEAD GASKET AT?

It isn't all about crashes though. *Downforce* is the F1 experience that the real thing and many so-called simulation games should be. It siphons out all of the tedium (you won't find any mufflers or pit stop strategies here) and concentrates solely on a super fast, seat of your pants racing experience. Admittedly, it's tremendously simple, harking back to retro arcade racers like the early *Ridge Racer* games. But this does nothing to diminish the fun you can have in pushing your cornering ability and reflexes to the limit.

The imaginary tracks have all been designed with famous F1 tracks in mind. Canada's Casino hairpin appears, rather appropriately, in the Las Vegas course, and Monaco is the obvious inspiration for sections of the Florida and Singapore



BURNT OUT Crashes aren't quite as impressive as Burnout's.

WINGING IT Split second reactions are in order to avoid pile ups.

COUL HEAD Don't do a Coulthard and lose it when you're winning.

BALLOON TIME It's de rigeur for games to include animated scenery. Downforce doesn't disappoint.

tracks. As you progress and unlock more courses by winning Championships and single Trophy races, the tracks get longer, more imaginative and much trickier.

Thankfully, navigating these courses is much less of a chore than the unforgiving, pinpoint accurate world of F1. Get the power down too quickly while turning and the car will spin out. Accelerate as you're unbalanced by a kerb and you might end up embedded in a wall. And that's your driving test over and done with. Debris on the track can send you off at unexpected angles and some tricky undulations, most commonly on bends, need to be carefully negotiated to avoid ploughing into the Armco, but that's pretty much it. The rest of the challenge is all about battling it out with a ravenous pack and knowing what your limits are and how far you can push before you overcook your vehicle and slam it into a wall.

Unfortunately all of this thrilling simplicity is spoilt somewhat by the feeling of unjustness that you experience every time you're left in a smouldering wreck by the barriers, while the computer controlled cars disappear into the distance. Whenever you clash with another car you always seem to come off worse. Unlike the *TOCA* and *Super Trucks* games where you could nudge your competitors out of the race just as viciously they could you, *Downforce*'s competitive odds are stacked against you. It makes cutting your way through the pack pretty frustrating when every collision is likely to see you suffering.

33 POINT TURN

Crashing out is compounded by the difficulty in getting your car facing the right way when you've had a collision. If you're not damaged – repairs are made automatically and you're plonked back onto the track in pristine condition – it can take forever to manoeuvre your car back into the right direction. Fortunately these frustrations don't punish you too heavily, as a hefty slice of computerised help seems to be in action enabling you to catch the pack pretty quickly. Don't worry though, it never feels like you're being molly-coddled to victory, it just helps to maintain the frantic competitiveness and avoids any of that F1 dullness that we've become so accustomed to.

THE WAY TWO GO Two player is more immediate than in F1 games.

/ HALF THE FIELD ERUPTS IN A TORNADO OF BURNING TWISTED METAL UP AHEAD /

MYSTIC MAG

LET'S TAKE A LOOK AT THE FERRARIS AND MICHAEL SCHUMACHERS OF THE FUTURE.

//APPARENTLY F1 CARS OF THE FUTURE WILL BE rocket powered, jet propelled and even have mega powerful fans strapped to their rears. They'll have more wings than Heathrow airport, but most significantly, pit stops will be a thing of the past. Instead your destroyed car will miraculously repair itself and get plonked back on the track within seconds by some invisible entity.

//DULL DRIVERS, MOST NOTABLY ANY RACER FROM Finland, will be prevented from competing. Only garishly dressed superhero types with square jaws and names like Armondo, Jurgen and Jackhammer will be permitted to join the Championship. Oh, and ladies will also be welcome so long as they have the obligatory ample cleavage, tight suits and revealing glimpses of flesh.

Despite its simplicity and annoying niggles you can't escape the fact that *Downforce* is fun in an old school, arcadey way. It'll never worry the likes of *GT3* or *TOCA*, and *Burnout* is still the superior arcade style experience but *Downforce* doesn't deserve to be dismissed as just another of those inferior racers with no depth.

You may only be unlocking tracks and winning the usual predictable championships; the cars may behave like morons at times, cutting across your line or barging you into the barriers as if you don't exist; and it may seem a little unfair or conversely a bit too forgiving, but overall, in single and multiplayer modes, *Downforce* is more than capable of enticing you back with that just one more go feel. It manages to find that rare balance of spot-on handling and generating the desire to constantly race right on the limit. How very un F1.

/ MIKEY FOLEY

VERDICT PSW

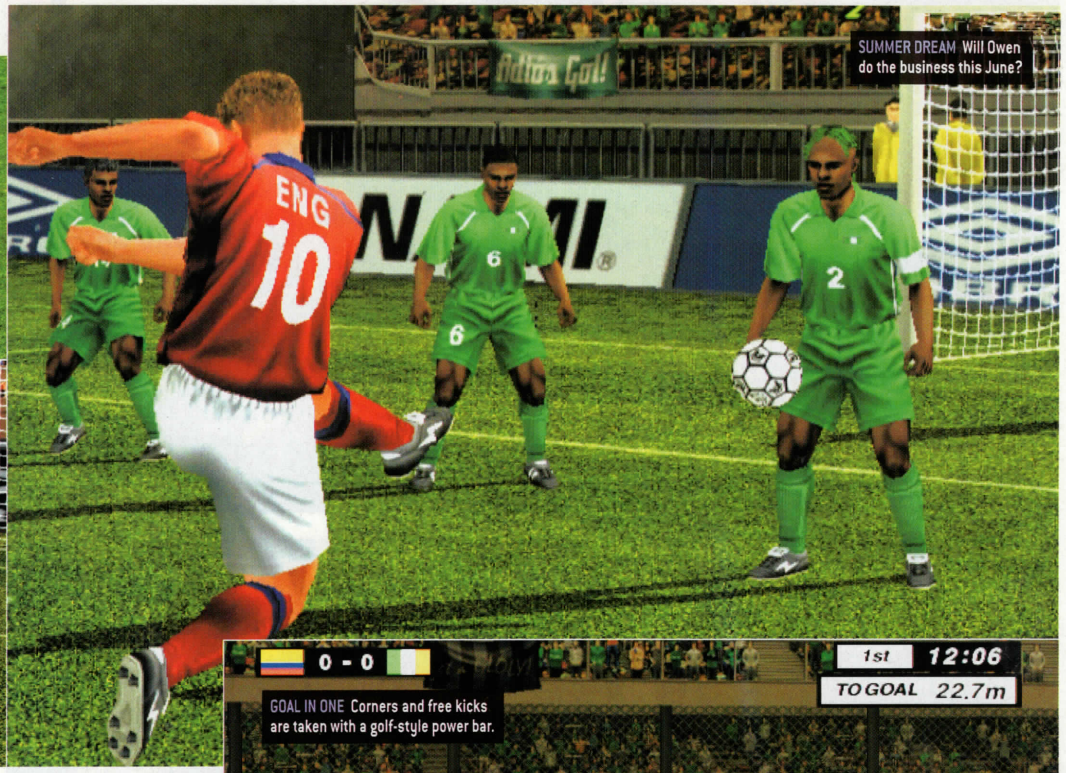
UPPERS	DOWNERS
- Easy to get into	- No career mode
- Spectacular crashes	- Over-aggressive rival cars
- Dangerous debris	- Too simple for some
- Great in two player	- Race intros are too long

GRAPHICS	- Clear and fast moving, but unspectacular	7
SOUND	- Whining engines, sparse pit lane messages	6
LIFESPAN	- Plenty to unlock and seven modes of play	7

OVERALL SCORE 7

A simple affair that's no less rewarding just because it lacks the depth of other PS2 racers. With its great handling, *Downforce* is easy to pick up and very difficult to put down.

CAUGHT OUT Hang on, I was just telling you about my fishing trip.



SUMMER DREAM Will Owen do the business this June?

GOAL IN ONE Corners and free kicks are taken with a golf-style power bar.

ISS 2

WHEN PEOPLE TALK ABOUT THE BEAUTIFUL GAME, THIS ISN'T WHAT THEY MEAN.

TYPE	FOOTBALL
PLAYERS	1-4
OUT	MAY
PUBLISHER	KONAMI
PRICE	£39.99
DEVELOPER	MAJOR A
AGE	3+

SEE IT ON DVD

/ Watch the impressively life-like star players
/ Powerful shot animations
/ Fast flowing footy action

WE MAKE NO APOLOGIES FOR THE amount of references to the 9/10-rated *Pro Evolution Soccer* in this review. Despite *FIFA*'s much improved showing this month (see page 78), *PES* remains the very *pinnacle* of PS2 footballing excellence that every other game is inevitably compared to.

ISS 2 is the latest instalment in the long running footy series. Earlier versions of the *ISS* games were also the forerunners of *PES* before the series separated into two distinct camps. *PES* is now regarded as realism incarnate, and *ISS* the more immediate, arcade experience. Unsurprisingly then, *ISS 2* is similar to *PES* in numerous ways, with the same controls, and numerous aesthetic likenesses. It makes getting to grips with *ISS 2* a cinch; a feeling further enhanced by this game's much more straightforward approach.

If you found *PES* a little too difficult to master, or too heavily focused on the intricacies of the beautiful game, you'll find *ISS 2* a more forgiving alternative. Close control isn't a problem and fast, flowing moves can be strung together with ease. It's a far more immediate experience, with goals easier to score, possession simpler to regain and thrills much more readily forthcoming. Unfortunately this all makes for a less rewarding experience. You don't have to work as hard to be rewarded with spectacular goals, and the whole feel is one of immediacy without the long term challenge and devotion that *PES* encourages.

REGGAE BOYS If the parachute won't open, head for a soft landing.

As a casual multi-player experience, it's great in the short term. New players can pick it up and be competing with old hands in minutes – unlike *PES*, which leaves newcomers frustrated and confused when pitched against experienced players. But that fun is soon tarnished by a number of flaws that combine to spoil the whole *ISS* experience.

Visually the game is nowhere near as sharp as *PES*, despite some impressively extravagant player animations and physical likenesses to real footballers. It's a problem that could easily be overlooked were it not compounded by an appallingly stuttery camera, caused by the unfortunate way in which the view follows the ball. Like an early silent movie, it jerks from one place to the next, making playing the game a real chore on the eyes. The fault is made even worse by the ball reacting quite unrealistically at times, rocketing around the pitch like it's been fired out of a canon, not just bounced off Sol Cambell's head.

With much improved commentary from Jon Champion and Mark Lawrenson that's genuinely exciting without ever grating, and stadium announcements of goal scorers that add immeasurably to the whole experience, *ISS 2* could have marked itself out as a worthy alternative to *PES*. Instead, it's spoiled by little niggles such as poor player intelligence that sees men standing still within yards of the ball, and erratic player selection that often leaves your defence looking like a troupe of retarded morris dancers.

/ MIKEY FOLEY

VERDICT PSW

UPPERS	DOWNERS
- Athletic animation	- Poor player intelligence
- Atmospheric commentary	- Jerky camera
- Easy to get into	- Lacking in play modes
- Impressive player likenesses	- Tough on the eyes

GRAPHICS	- Great players, terribly stuttering camera	6
SOUND	- The commentary adds genuine excitement	7
LIFESPAN	- Not great for single players – all the usual cups	6

OVERALL SCORE 6

ISS 2 comes a distant second to *PES*. It should appeal to those after quick thrills, but too many rough edges and annoying imperfections spoil the initially promising overall experience.

MR MOSKEETO

AT LAST! A FLYING GAME WHERE YOUR OPPONENTS ARE MORE THAN TINY SWIRLING DOTS IN THE DISTANCE

TYPE	WEIRD
PLAYERS	1
OUT	NOW
PUBLISHER	EIDOS
PRICE	£39.99
DEVELOPER	SCEI
AGE	3+

THIS IS AN INTRIGUING IDEA. You're a mosquito, yes you are, and your mission is to suck the blood of the Yamada family. Yes it is. Naturally they don't want you be pronging at them with your dirty mouth, so their attempts to stop you become more and more frantic as the12 missions progress. Environmental hazards such as air currents, poison and anti-mosquito agents become increasingly prevalent too. Bizarrely, there's a story told in cut scenes – the game is subtitled as The Yamada's Summer, and it's up to you to make sure they don't really enjoy it. You can pretty much guess the whole concoction is somewhere between stupidly funny and completely whack, and perhaps fortunately they can be skipped to get to the action. Although doing that only makes the game even shorter.

So is it fun? Well, mostly, yes. Once you've spotted a targeting square (you can't just suck anywhere) you've got a few usefully fast moves to home in with. And once there the task changes to rhythm – you must circle the right stick at just the correct speed or get swatted. The scale of it all is amusing, and there are various items to locate and switches to hit to cause distractions. And should your stealthy attacks fail, it's into battle mode. Diving at the family's various 'relax' points is tough with them on the move, but it's the only way to end the battle. However, unpredictable splattings await even the most careful mosquito, and it's ultimately repetitive despite being so short – and will the game's cheap innuendo assuage that feeling for you? Probably not. Wait until the price drops.

/ STEVEN WILLIAMS

SUCK LIKE YOU DON'T NEED THE MONEY Fall outside the blue area of the bar and it's the end of you.

FIGHT Beat the battle time limit to unlock extra goodies.

VERDICT PSW

UPPERS	DOWNERS
- Genuinely amusing at times	- Only 12 missions
- Original concept	- Occasional random deaths
- Lots of odd things to find	- A little simple and repetitive
- Highly accessible	- Crying out for budget price

GRAPHICS	- Simple, but solid and attractive	7
SOUND	- Pre-orgasmic voice over	6
LIFESPAN	- Odd things to discover, but it's quite short	6

OVERALL SCORE 6

A good idea executed pretty well, but it doesn't really provide that much entertainment for your £40. Could be an appealing 'family' game. Shame it's not Christmas right now.

MAD MAESTRO

MAD, ADJ. WACKY, ZANY, LITTLE-BIT-CRAZY (SEE RADIO 1 DJ), STUPID, TRIES TOO HARD, DULL (SEE COLIN HUNT). MAESTRO, N. A BRITISH LEYLAND CAR, CRAP.

TYPE	RHYTHM-ACTION
PLAYERS	1
OUT	NOW
PUBLISHER	EIDOS
PRICE	£39.99
DEVELOPER	SCEI
AGE	3+

EVER WANTED TO BE A CONDUCTOR? Not cranking out tickets on the No. 37 to Peckham, we're talking about orchestral conduction. Besides, they haven't had conductors on the 37 route for years. So do you? No, we didn't think so. This game won't change your mind, and even if the recent wave of rhythm-action games has tickled your fancy, this is most unlikely to goose your grommets.

So, this is another rhythm game, but with the twist that you're conducting the music rather than following it. Essentially, though, you're following a ball, round and round and round. Not only must you hit the button precisely as it crosses the targets, but you must hit them with the correct pressure. Blue circles are soft, green are medium and red means whack it. It takes a bit of getting used to, and going for the very lightest pressure often results in a too-slow press. You'll also occasionally get a directional command to press at the correct millisecond, just to keep things overly complex. Failure to do so elicits unreasonable squeals from your musicians, demotion to Devil mode (the perilous antithesis of the stage winning Angel mode) and eventual failure and shame. Thank God, as that's a good juncture at which to turn it off. The mostly likable visuals quickly become 80 percent irrelevant (because you're concentrating on the ball) and 20 percent epilepsy-inducing as the quick cuts catch your eye. And let's face it, classical waltzes are never going to appeal as much as Britney's gyrations. This is not the way to enjoy your favourite composers, and nor is it the way to enjoy your favourite games console.

/ STEVEN WILLIAMS

HILARIOUS 'BNN' – brilliant, cutting satire is this game's forte. It is. Yes it is. It is. It is. Yes it is. Yes.

DIZZY Watching the ball flick between these gets sickening.

VERDICT PSW

UPPERS	DOWNERS
- At least it's not pap pop	- More like a test than fun
- Faintly fun for spectators	- Can induce motion sickness
- Pretend you're cultured	- Hardly the music of da kidz
- It's not actually mad at all	- Loads of better alternatives

GRAPHICS	- Childishly attractive but irrelevant	4
SOUND	- Now that's what I call old	5
LIFESPAN	- Boredom in the blink of an eye	2

OVERALL SCORE 2

It's just too tiresome a task to make a good game. Even the likes of Strauss, Mozart and Schubert can't distract you from the pained monotony of following that damn ball.

LET THE BASS KICK Link it up to make it play. Simple.

FREQUENCY

PSW MUST BUY

SONY AMERICA OUT RHYTHM ACTIONS THE JAPANESE, IN THIS STUNNING MUSICAL ODYSSEY OF ROCK, DANCE AND TRANCE-LIKE STATES.

TYPE	RHYTHM ACTION
PLAYERS	1-4
OUT	NOW
PUBLISHER	SONY
PRICE	£39.99
DEVELOPER	HARMONIX
AGE	3+

SEE IT ON DVD

/ Watch us play it on Easy so it sounds good!
/ Hear the ace No Doubt tune
/ Guess what the lights do

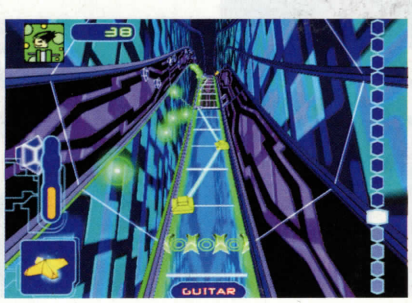
THREE CHEERS FOR RHYTHM ACTION

Three games! The easy option you can play during a three minute ad break or through an entire thirteen-hour Bank Holiday special of *A Touch Of Frost*, these Japanese amusements for the attention deficit generation are the perfect antidote to today's plot-heavy, door-unlocking, level-memorising, thoroughly dull adventure games that clog up shop shelves like diseased spinal columns in an abattoir drain.

But *Frequency* is an oddity – it's been developed by Americans. These kinda games normally come out of Japan, usually filled with pixies, aliens and/or singing kittens. What the hell do the Yanks know about creating kooky, freaky, loveable, hand-to-eye-to-ear coordination games? Quite a lot, it would seem. Because, to coin a rather well-know American phrase, *Frequency*, like, totally rocks, Dude!

You play the part of that little four-pronged nodule at the bottom of the tunnel. The eight sections of the tunnel represent parts of a song (drums, bass, vocals, FX and the like). You 'drive' along the tunnel, 'steering' from track to track, pressing the correct button on each blue Smartie to link up a section of a tune and make it play continuously in the background. The aim: build up a whole song in impressive style.

FOUR THOUGHT Play on the busiest lanes to score more points.



FINGERING Guitar tracks are easy to play, drums a lot tougher.

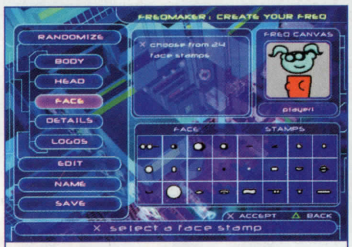
YOU'VE GOTTA GET THROUGH THIS

You've only got three buttons – left, middle and right – which nicely correspond to the positions of the Smarties. Each blue Smartie is a sound, perhaps a drum or cymbal, or even a loud American man shouting "Freqen-seeeeeeeeyah!" in a Slipknot "Rah! Rah! Murder! Rah!" grumbling vocal style. Link 'em up, don't miss any, make it sound nice.

It works really well. You begin bewildered, often playing to silence as your musical world disintegrates before your ears. Get better and your tunes become more coherent, grinding to a halt less and throbbing perfectly in time more. If you're quick it's possible to rotate between tracks at the end of each section, flipping seamlessly from drums to bass and lighting up the entire song within the first twenty seconds of playing.

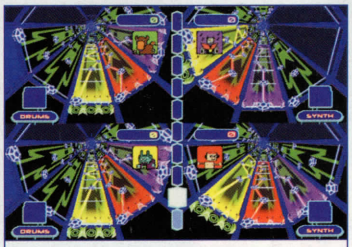
OTHER COOL THINGS ABOUT FREQUENCY

CREATE A CHARACTER, REMIX TUNES, PLAY YOUR MATES AND GET REALLY, REALLY GOOD.



✪ CREATE A CHARACTER ✪

Each weird little character is created of over 20 little chunks, each layered to create a small cartoon thing. You can make girls, boys, monsters or even cows. But be careful – you need to unlock all of the tracks with each new character, so think before you delete.



✪ FOUR-PLAYER GAME ✪

You battle for possession of the busiest, and therefore highest scoring lanes. The one with the most points wins. Comes with weapons and score multipliers. Incidentally, the Remix game may also be played in four-player mode, should your group be feeling non-competitive.

✪ REMIX TUNES ✪

The tunnel goes into a continuous loop, with you switching at will between instrument lanes. Record a drum track (then delete it and record a better one), lay down some bass, add a few effects and hear it loop into life. Then press Select to remove all on-screen text and enjoy!

✪ UNLOCK TRACKS ✪

Easy mode only allows you access to the first three groups of five tracks. You play through them all again on Normal to open the fourth group, then face the nightmare Expert challenge to unlock the fifth party of five. It's a very, very big test of finger speed and rhythmic timing.

DOUBLE BASS Weirdo multi-player audio battle is go!

SCORE A LINE Green mist means you've correctly filled a section.

FLY MY PRETTY! Save the Auto Catcher for those hard drum tracks.

CHOON! So *that's* what music looks like. We thought it was redder.

/ IT DOESN'T SEEM QUITE RIGHT TO HAVE SO MUCH ROCK, BUT IT MAKES GAMEPLAY SENSE /

The self-assembly tunes are great, although perhaps a little too US-oriented for our liking. There's a bit of Oakenfold, Orbital and the Lo Fidelity All-Stars for European credibility, but a lot of the tunes are full-on metal, with you playing thrash guitar and hitting gruff chunks of vocal in time with the overly banged drums.

While it doesn't seem quite right to have so much rock in a modern music game, it makes perfect gameplay sense – mindlessly pressing to a 4/4 house beat throughout would be pointless and significantly dull. Metal and hip hop tunes with their off-rhythm words and effects create different challenges and manage to keep *Frequency* feeling and sounding fresh.

There's also a rather tasty two, three or four-player game, which turns the passive art of listening to music into a scoring battle. You're rewarded points based on how many notes you hit, so taking possession of a lane full of notes is crucial – it's harder, but that's what you need to do to win. The 'Auto Complete' and 'Multiplier' specials (collected by linking the yellow Smarties) from the one player game are complemented by the point-sapping Neutralizer, a Freestyler to open up the usually off-limits Freestyle track to improvise notes, a Bumper to kick an opponent behind you and therefore claim the points yourself, while the more offensive Crippler simply puts 'em out of action for a few seconds. It's a mixture we like a lot.

There's a whole pile of challenge to keep you playing on your own, too. To unlock hidden gems like Roni Size and the Jungle Brothers you've got to complete all of the tracks again, either on Normal or Expert difficulty, in effect tripling the game's longevity. There's strategy in it too. Collecting an Auto Catcher and firing it on a difficult section of track frees you up to play an easier selection and stand more of a chance of getting through this.

Frequency is like *Rez* in that it's a very cool experience which combines hallucinogenic visuals with great tunes, although it's unlike *Rez* in that you don't need to be a member of some snotty-nosed 'hardcore' gaming elite in order to enjoy it or work out what to do. It's easy to understand, great fun to play and brilliant to listen to. It's rhythm action for the masses!

/ GARY CUTLACK

VERDICT

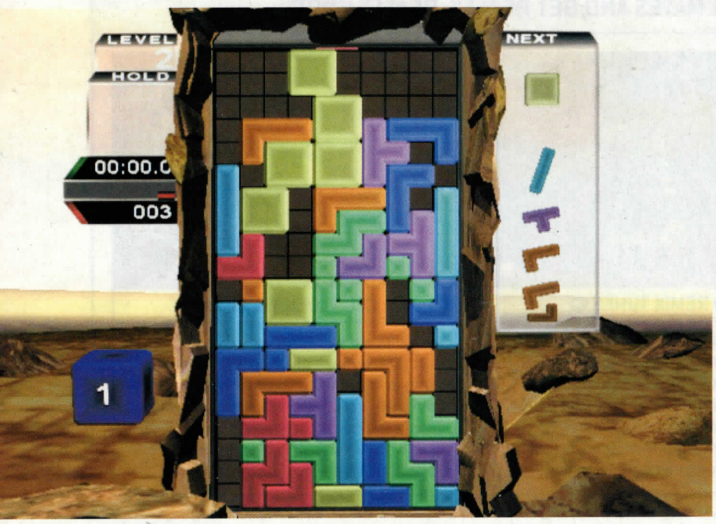
PSW

UPPERS	DOWNERS
- Great tunes to mess with	- Songs are mostly pretty old
- Nice multiplayer combat	- Some horrid US dance tunes
- Lots to unlock and discover	- Expert is really, really hard
- Clever remix creation mode	- It 'looks a bit funny'

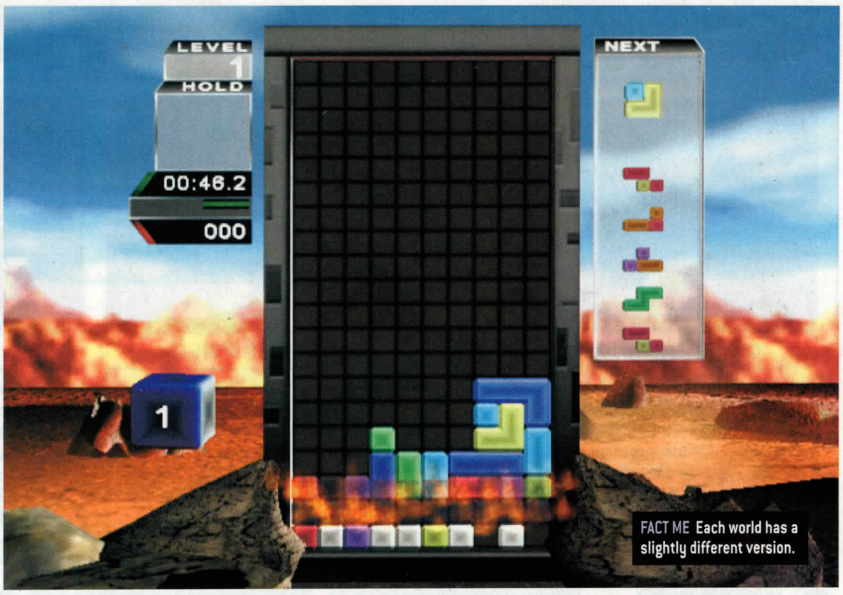
GRAPHICS	- About as good as swirly tunnels can get	8
SOUND	- Great tunes you assemble yourself. Very cool	9
LIFESPAN	- Unlock things, play with friends, remix at will	8

OVERALL SCORE 9

We lied – it's not like *Rez* at all. *Frequency* has a coherent game structure, the music is more varied and the multiplayer games are brilliant. Exceedingly original with spectacular results.



YOU'RE RUBBISH Strictly for stunt purposes, we cocked this up. In reality we're much better.



TETRIS WORLDS

WHERE ARE WE GOING TO PUT ALL THESE ODD SHAPED BLOCKS? HMMM, IT'S A REAL PUZZLE.

TYPE	PUZZLE
PLAYERS	1-2
OUT	MAY
PUBLISHER	THQ
PRICE	£19.99
DEVELOPER	BLUE PLANET
AGE	3+

SEE IT ON DVD
/ blue blocks / red blocks / green blocks / orange blocks

OH JESUS, IT'S GOT A STORY.

If there was anything designed to convince the cynical that *Tetris Worlds* is a simple cash in on an age old name, this is it. *Tetris* involves a series of coloured shapes falling down a screen. It came from a time where everything involved coloured blocks falling down screens. So back then it didn't stand out, but now everything's 3D, non-linear, involves a cast of thousands and has 30 billion polygons per square foot. Blue Planet Software was clearly aware of how basic it would look if it remained that way, so it's added the entirely superfluous storyline so that some entirely superfluous backgrounds – or worlds – can appear too. We don't want to put words into the developers' mouths, but we're absolutely going to: "Here!" they're almost probably saying at this very moment, gesticulating wildly with their fifth pint of bitter, "See how we have dragged *Tetris* into the 21st century! See how modern that looks? We did that!" How very kind of them.

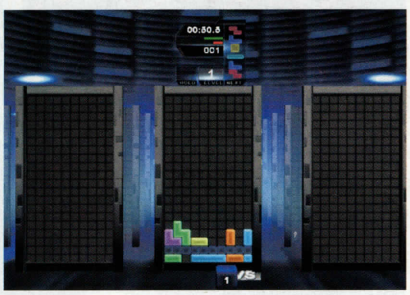
Actually, the worlds of the title aren't *entirely* superfluous – each one houses a variation on the classic game, but none of them are substantially different. Coloured blocks still cascade down the screen, although perhaps they meld together, catch fire or float down stuck to others. They're mildly diverting and perfectly serviceable games, but the real star remains the original *Tetris*.

VAGUELY DIFFERENT Each world varies only slightly. This game, Fusion, is also vaguely different.

So this is essentially a prettier version of an ancient game, even though *Tetris* was never about graphics. In fact, the first version was created on a massive Russian computer – puzzling the cosmonauts who were relying on it to guide their rocket at the time – without any graphics whatsoever. We're not quite sure how that worked. Maybe it just spent five minutes creating a printout that read "Congratulations!"

No, the graphics, good or bad, are an irrelevance. The strange little one-eyed cube character is irrelevant, despite the ability to choose 'skins' for it. The storyline about marauding aliens is complete nonsense. The pleasure in playing *Tetris* is all in your mind, and naturally that's recreated faithfully as the game is pretty much identical to its mid-80s progenitor. There are a few minor changes – each block has a 'ghost' image, showing you where it'll end up before it gets there, and it's possible to continue turning and moving the blocks after they've landed. Both make the game massively easier, of course, but both can be turned off. Beginners and veterans catered for admirably, then. There are also plenty of statistics that pop up at the end of a match, which should always give you something for everyone to aim for.

DUMB Early attempts to map the human brain were disappointing.



WHAT THE HAL? It's just like the end of 2001, look. Sort of.

Despite the Story mode being claptrap, it's the one to choose. The screen area is annoyingly small in Arcade mode, and there's little difference in the actual play. There's a two-player mode as well, although it's not as dynamic as *Wetrix 2*'s. And... and... and it's *Tetris*. You know, *Tetris*. Incisive critical comment of the month: if you don't like *Tetris*, don't buy this, because it's *Tetris*. Fortunately it's only £19.99 as well, which goes some way to making us feel better about using a PS2 to play it – an act along the lines of using Carol Vorderman to count your fingers. You'll already know if you want this or not. Next.

/ STEVEN WILLIAMS

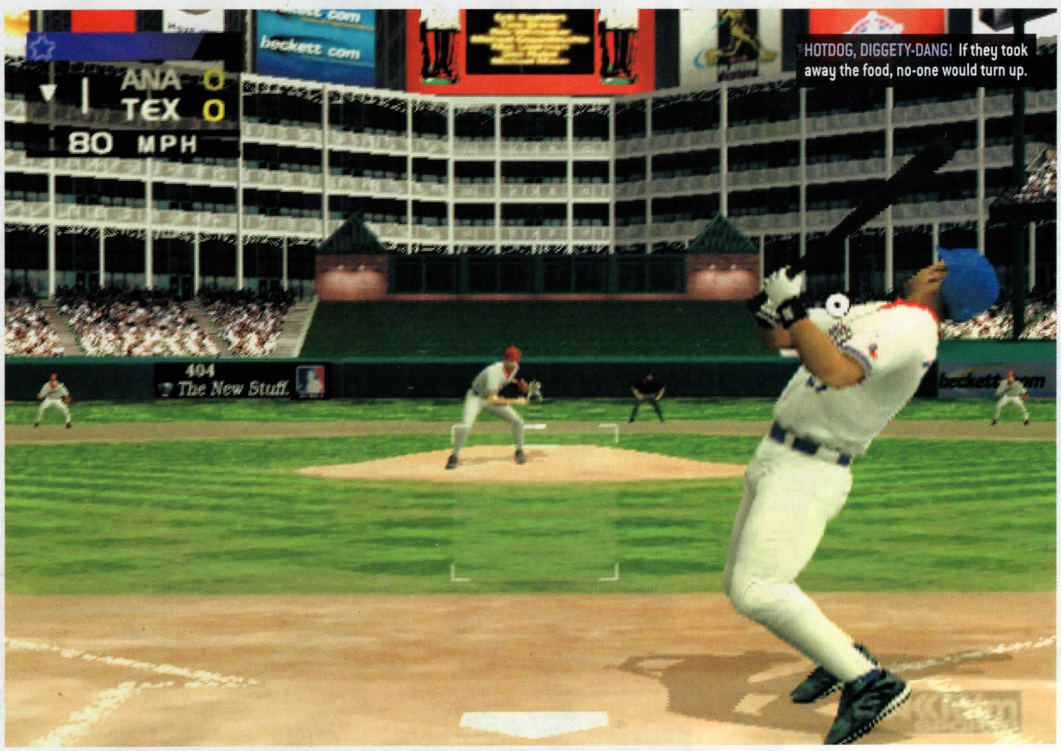
VERDICT PSW

UPPERS	DOWNERS
- *Tetris* is still quite fun	- Calculators could run this
- Those coloured blocks...	- It's just *Tetris*
- You can play it in your sleep	- £20's still a lot of money
- It's quite cheap	- Better on a hand-held

GRAPHICS	- Absolutely dull, but perfectly acceptable	5
SOUND	- Almost certainly has some somewhere	5
LIFESPAN	- Potentially forever if you like *Tetris* that much	9

OVERALL SCORE 7

It's the same old game with some pointless new backdrops. But it's such a simple and addictive classic that we don't mind too much. Not really what your PS2 was made for though.



HOTDOG, DIGGETY-DANG! If they took away the food, no-one would turn up.

HIS MOTHER DIDN'T LIKE HIM That's why he was named Darin.

SPECIAL SKILLS Thankfully, tobacco spitting isn't included as a stat.

ALL-STAR BASEBALL 2003

THIS IS WHAT BASEBALL WILL LOOK LIKE 12 MONTHS FROM NOW. IT'S ALMOST LIKE BEING GIVEN A TIME MACHINE.

TYPE	BASEBALL
PLAYERS	1-4
OUT	JUNE
PUBLISHER	ACCLAIM
PRICE	£39.99
DEVELOPER	ACCLAIM
AGE	3+

SEE IT ON DVD	

/ Witness Yankee Doodle fun
/ Load bases, hit home runs
/ Enjoy the smell of hot dogs

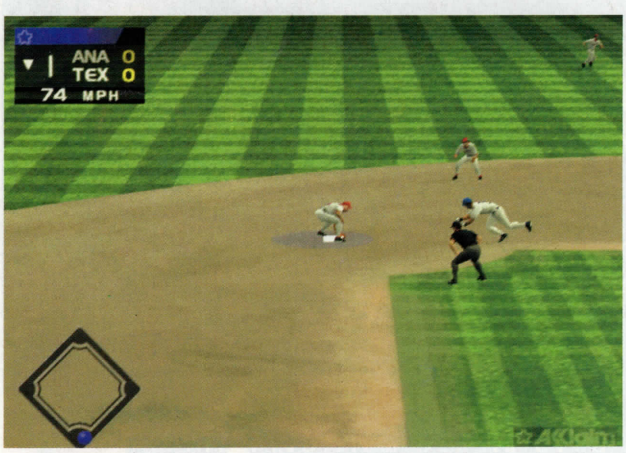
WELL, AT LEAST IT WAS A NEW experience. Jumping into the Quick Play mode, we went straight into bat and hoisted the very first ball into the sky. Wow, we thought, we must be naturals. The second ball went exceptionally well too. Hmm. Despite feeling totally secure in our abilities as superb sportsmen, doubts began to surface. Surely this should be harder? For the next pitch we put the controller down, and sure enough, our batsman stepped up and twatted the ball like a true pro. The game was playing itself. Crushed, dispirited and suffering a slight pressure in the bladder, your reviewer wandered off to the toilet and fell into conversation with a dark suited man from the floor below, a tall and bellowing figure who refused to believe we belonged in this building and rang for security. Words were exchanged and an umbrella was damaged beyond repair. Still, upon returning to the game we found that we'd won, so every cloud has a silver lining.

For many, their experience of baseball will be equally confusing, if not precisely identical. It might be a big sport in America, but it's not exactly well followed this side of the Atlantic, so all those licenced players will mean nothing to most people.

Don't worry, though – *All-Star Baseball 2003* doesn't always just play itself. On the other hand, once you've selected the correct options you may well wish it did, as connecting the bat with the ball is pretty tough. It's undoubtedly more entertaining than fielding, however, which because of the sport's age is honestly named – you stand around on the edge of a field. If fielders had been invented yesterday they'd be called 'trajectory cessation engineers' or some equally explanatory title, but it wouldn't be any more interesting for it. At least banging the ball to your teammates at each plate is easy (the shape buttons correspond logically to each one), but if you don't understand the tactics behind the game this is a moot point anyway. And if you do understand the tactics of this most American of sports, chances are you'll have already tried out *All-Star Baseball 2002*, which was reviewed in issue 16 of this very publication.

You should know that, despite the inevitable cavalcade of new this, updated that and extra those, the basic experience remains the same. Mikey Foley, the reviewer of that old (but now curiously current) version likened the game to Donna Air – lovely to look at and guaranteed to induce vicious looks from women if you walk along the street with it, but colossally disappointing once it gets going. This version, then, is like Donna Air in a good push-up bra: if anything it looks better than ever. You feel some weird desire towards having a play with it. You could never say it's better than it sounds. But ultimately, it's hard to understand what it's doing in the public domain at all.

/ STEVEN WILLIAMS



IT'S ALL GREEK TO ME It's an Olympic sport, but then so is beach volleyball and fast walking.

VERDICT PSW

UPPERS	DOWNERS
- Looks lovely	- Impenetrable to most
- Excellent animations	- Not exciting to play
- Great for enthusiasts	- Not very different from *2002*
- Takes place in the future	- It's just like rounders

GRAPHICS	- Very attractive, nice motions	8
SOUND	- Enthusiastic crowd and commentator	6
LIFESPAN	- Confusing at first, then dull	5

OVERALL SCORE 5

It's definitely baseball, which doesn't translate very well onto PS2, at least not as a sim. It may well be All-Star, but chances are these people are strangers to you. And it's not 2003.

FINALLY! Screenshots, and they're actually from the game!

FINAL FANTASY X

PSW MUST BUY

TURNS OUT MOST PEOPLE'S FINAL FANTASY IS GETTING SUCKED TO DEATH BY BUFFY, BUT HERE'S THE ALTERNATIVE ANYWAY. CAN IT POSSIBLY COMPARE?

TYPE	RPG
PLAYERS	1
OUT	MAY
PUBLISHER	SONY
PRICE	£39.99
DEVELOPER	SQUARESOFT
AGE	11+

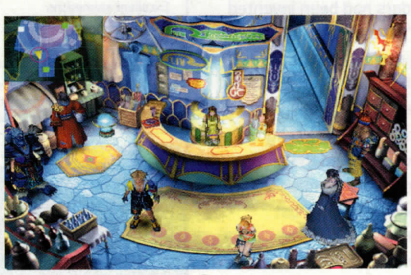
SEE IT ON DVD

/ Huge, sprawling epic world
/ The finest looking RPG ever
/ New combat system
/ It's finally here!

NO, YOU'RE NOT SEEING THINGS

– it really does say review at the top of the page. After a wait so long that even the new *Star Wars* films seem like a common occurrence, *Final Fantasy X* is *finally* getting its long-awaited release on our shores. All that feverish pawing at stunning Japanese screenshots for months on end while shaking our fists at the Yanks and their cheap petrol and early release policy is over – *FFX* is here and chances are it's going to blow your mind, along with everything else, away.

The latest instalment in Squaresoft's long running and hugely successful series of role-playing games, *FFX* is an epic tale of a young man named Tidus who finds himself ripped from his comfortable life and thrust into a perilous future; a future in which religion is favoured over technology and the population cower in fear from the destructive power of a creature known only as Sin. The question is, has Squaresoft come up with yet another corker of a game, or has the journey over to PS2 been a bit of a bumpy ride? The answer is, as those of you who've flicked straight to the score already know, yes.



RETAIL NIGHTMARE All this way and he's forgotten his credit card.

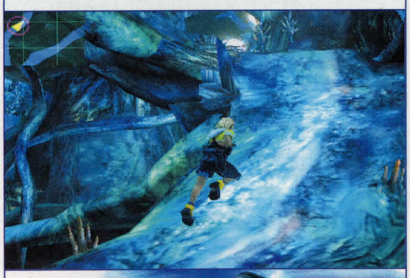
FOR GOD'S SAKE

As with all the previous *Final Fantasy* titles, the watchword here is consistency. Like each game before it, *FFX* follows the trusted pattern of every RPG: go on quest, fight monsters, gain experience, build up your party and so on. Of course, it's the meat of the game around these basic mechanics that makes the playing experience, and Square has managed yet again to craft a fantastic world to explore and adventure in. What makes *FFX* so special however is the level of detail this time around. From the environments to the characters – everything has been ramped up a notch in terms of

TETCHY Rules at the dressing up contest were very strict.

IS FFX BETTER THAN SIX?

THAT WORKS BECAUSE SIX SOUNDS LIKE SEX.



THE FINAL COMEDOWN Ah, the joys of natural hallucinogens.

IF YOU'VE YET TO TRY THE DELIGHTS OF *FINAL Fantasy*, or perhaps you're just intrigued by the pre-PSone incarnations of the famous series, you may be interested to know that *Final Fantasy VI* recently made its debut release in the UK. Originally appearing on SNES in 1994, this classic piece of gaming history has been ported over to PSone along with brand new intro and end sequences. Although it might look a bit primitive now, *FFVI*'s sound and graphics were ground-breaking at the time and its vast cast of characters and epic storyline ensured its popularity, with many still considering it the best RPG of all time. Available for a mere £9.99, it offers 60+ hours of retro-RPG fun and it even comes with a playable demo of *FFX* for those who are still not swayed. Now if that's not a bargain we don't know what is.

GROUP MOMENT Just for a second, each one wondered if they looked silly. Just for one second...

ALL GROWN UP The plot eschews the usual teenage angst. Phew.

I'LL JUST DO MY HAIR Can we go now? It's been three days.

detail and it all adds up to potentially the greatest console RPG of all time. And while critics of the genre may wonder what all the fuss is about, those who are fans of the series are in for a treat.

For a start there's a plot that's much more mature in style than previous offerings. Gone are the characteristically moody and teenage angst-ridden storylines of the PSone offerings. Instead we have a new tale based around the themes of travel and self-discovery. As the game progresses, Tidus finds himself accompanying the young summoner Yuna and her guardians as they travel in search of aid in the fight against Sin. It's along this journey that the game manages to cover areas such as self-sacrifice, religion and cultural divide in such a refreshingly non self-conscious way that you have to wonder how *Metal Gear Solid 2* ever managed to get away with its painfully forced anti-nuclear war message.

Without doubt it's the quality of the main characters that helps to drive the story along, and each of the seven main protagonists has been fleshed out superbly. From the unfortunate hero Tidus to his father's mysterious ally Auron, everybody has a story to tell. Wisely, all the game's characters become available to you from early in the story, and *FFX*'s innovative new battle system, which lets you transfer characters in and out of combat, means that you're never forced to split your party up at any time during proceedings. Throughout the bulk of the game your entire party travels together as a team, and as such there's a much more ensemble feel to the cast.

/ FFX IS THE GREATEST CONSOLE RPG OF ALL TIME /

FORM AN ORDERLY QUEUE

Of course, the major drawback to such a tightly scripted story is that the game becomes incredibly linear and, like *MGS2*, there's little chance to deviate from the predetermined events. There are opportunities later in the game to revisit earlier areas but for the most part *FFX* is, slightly disappointingly, a strictly 'on the rails' experience. To make up for this the developer has gone to extreme lengths to create some of the most eye-poppingly gorgeous environments we've seen. The world of Spira is an eclectic mixture of environments, ranging from country meadows to crystal forests, all of which are decked out in an explosion of colour so vibrant that at times it resembles a celebrity deathmatch between the bible-bashing dream interpreter and one-time musical star Joseph and a particularly well stocked branch of Benetton.

The main characters themselves are equally well realised and again sport a range of costumes and colours that continually dazzle the eye. But while a considerable amount of effort has been put into making Tidus and co look impressive, the same cannot be said for the incidental villagers that pass by, all of which are plain and blocky in comparison. Not that the secondary characters look bad, it's >

RESOURCEFUL Days later, Tidus founded Kentucky Fried Chocobo.

RUN AWAY You have much to learn. Is that the Circle Line?

MATCHING HAIR How sweet! At least the graphics are (mostly) beyond reproach.

just that in comparison to the main cast and the environments they seem somewhat bland and out of place. It's not a major flaw however and, together with some truly impressive video sequences, *FFX*'s sweeping tale and breath-taking visuals more than compensate for the game's linearity.

One of the most anticipated new features is the inclusion of voiceovers, and for the most part it's a very welcome addition indeed. Nearly every character you come across, with the exception of the faceless villagers who offer only a line or two of advice, has a full voiceover, which adds up to a staggering amount of spoken dialogue during the game. It's not all-good news however – whereas the Japanese voiceovers seemed to fit the game perfectly, the English versions are, at times, poorly lip-synched and jarringly Americanised. It's understandable that the English version of the game uses the same voices as the American version, but it still grates to hear Tidus blurt out "cool!" and "awesome!" so often. There's even a sinister hint of Jar-Jar Binks-style stereotyping in Wakka's subtle West-Indian lilt. But again these are fairly trivial matters and, along with a soundtrack that offers some smooth grooves, *FFX* delivers sonically with as much success as it does visually.

/ IT STILL GRATES TO HEAR TIDUS BLURT OUT "COOL!" AND "AWESOME!" SO OFTEN /

DYING FOR A SLASH? You can even swap weapons mid-fight now.

LIGHT FANTASTIC The magic effects are everything you'd hope.

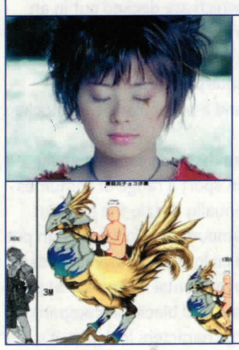
But it's not just the graphics and sound that have been vastly overhauled for *Final Fantasy*'s PS2 debut – several aspects of the game system have been reworked from the ground up to produce an experience that, while similar to previous releases in many ways, offers several new challenges for the experienced player. For a start there's the unique new experience, or 'sphere' system. Here you can upgrade your character by spending experience points (earned in battle) moving around a board unlocking the special abilities contained within. Before the game begins, you're asked to choose a beginner's sphere grid – where your path around the board is fairly controlled – or an advanced grid where you're allowed free reign to develop your character as you see fit. And although you have complete control of where you head around the board, careful planning is required as several of the more powerful abilities are hidden down long dead-end routes. Even after 20 hours of play, we had barely managed to cover a quarter of the grid.

THE FANTASY CHANNEL

The weapon and armour system has been improved too, with weapons now offering a range of special abilities depending on which items you use to upgrade them. You can even carry a range of different weapons into battle, allowing you to swap weapons mid-combat in case you need to change your style of attack in an instant. The summoned monsters also make a welcome return to *FFX*, although now they're known as Aeons and only Yuna can summon them. Instead of appearing and disappearing in a puff of smoke as before however, Aeons now take a much bigger role in combat and can be used to fight on behalf of your party. Equip your Aeons with special items and eventually they'll learn new skills and powers, making them even more effective in battle.

Even the customary sub-game is a departure from the recent card-based efforts. Blitzball, as the

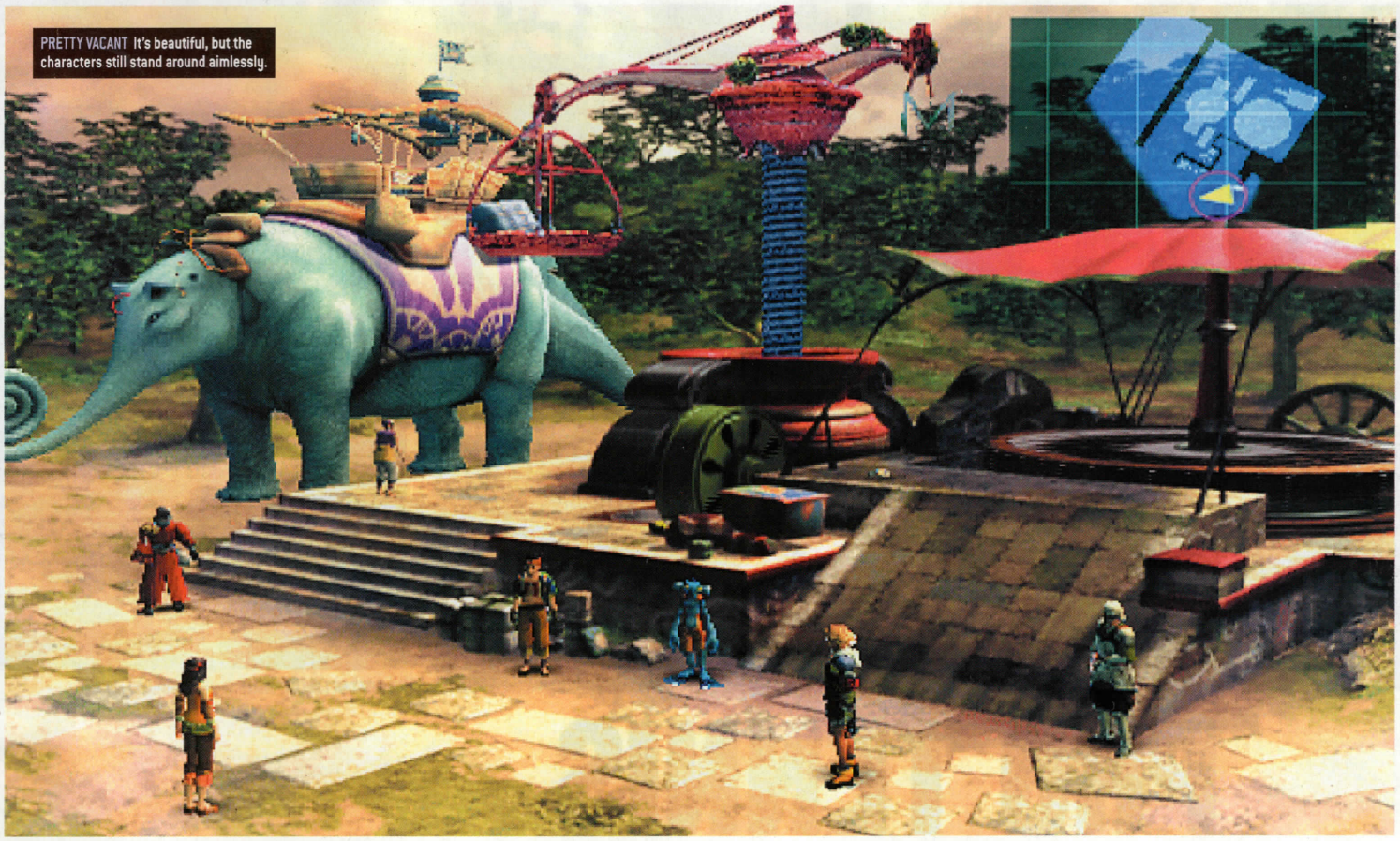
EXTRAS! EXTRAS! EXTRAS! BUY ONE DVD, GET ONE FREE...



DESPITE THE LENGTHY WAIT FOR ITS RELEASE AND the lazy PAL conversion, *FFX* is finally here, and to sweeten the deal those thoughtful folks at Square Europe have decided to bung in an extra DVD packed full of fabulous UK-exclusive features. But is this just a cheap marketing trick or has the extra development time really been worth it? And what do you get on that bonus disc?

Beyond Final Fantasy, as the bonus disc is called, boasts a collection of trailers from not only the game and the recent theatrical movie, but there's also a retrospective featuring footage from each of the last five games (*Final Fantasy V* through to *IX*). There's also a host of interviews with key members of the development team and the American voice actors for both Tidus and Yuna. The music video for *FFX*'s theme tune (featuring Japanese pop star 'Rikki' in case you're interested) and a gallery of storyboard and concept art pad out the rest of the extra features

If that little lot isn't enough, *Beyond Final Fantasy* also contains an extensive preview of *Kingdom Hearts*, the latest eagerly awaited RPG from Square, and the first to feature many of Disney's famous animated characters. See, they really do care about us after all. Who said you never get something for nothing?



PRETTY VACANT It's beautiful, but the characters still stand around aimlessly.

game is called, is a sort of underwater American football that's popular throughout the gameworld, and *FFX* allows you to run your very own Blitzball team through any number of league and cup competitions. The game itself is actually a complex, tactical strategy offering, more akin to football management titles than fast-paced sports games, but the ability to continually improve your squad and scout out opponents for new recruits ensures that many an extra hour can be spent within the game. In fact, such is the depth and complexity of some of *FFX*'s more traditional RPG elements that you'll find the linear storyline becomes nothing more than a minor distraction.

But despite the sheer quality running throughout the game there are still a few aspects that hold *FFX* back from being perfect. Firstly there are a number of annoying puzzle sequences within the game that involve placing magical spheres into various slots in temple walls. These are often frustratingly illogical and seem bizarrely out of place within the game as a whole. It's irritating and you have to wonder what the developer was thinking at the time.

LUCKY ROLE OF THE DICE

Perhaps the biggest flaw is the random battles. Yes, we all know they're part of the Japanese RPG ethos, but the random battles in *FFX* seem unbearably frequent at times, even for a seasoned veteran. If it wasn't for the stunning scenery and busy environments to keep you going, *FFX*'s numerous battles could easily wear you down, even with the added novelty of changing your party mid-battle.

Perhaps the biggest crime of all though is the atrocious job Square Europe has made of the PAL conversion. Our tip is to play *FFX* on a widescreen television because at least that way you'll be able to get rid of the monstrous borders that appear on the screen. And as for slowdown – compared to the Japanese and US versions, PAL *FFX* runs as fast as a one-legged asthmatic in an iron-man race. After all the extra time taken to convert the game to PAL, such problems are inexcusable and it's a real pity that people playing the PAL version won't be able to appreciate the game as it was intended to be.

Even so, despite the poor conversion and the smattering of slight annoyances blotching *FFX*'s impeccable report card, this is still one of the finest moments in console RPG history. A massive quest, a thought provoking story, breathtaking visuals, full voiceovers and a deep and complex game system – it might not be perfect and it might not be everybody's bottle of magic ointment, but for us it's pure gaming grandeur.

/ MARK ROBINS

OVERBOARD "God, black shorts are just so yesterday morning."

VERDICT PSW

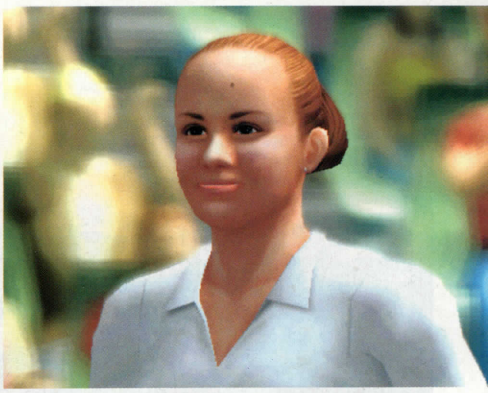
UPPERS	DOWNERS
- Stunningly beautiful world	- Too many random battles
- Great characters and story	- Worst PAL conversion ever
- Adds new features	- Whining US voiceovers
- The best *FF* game for years	- Goodbye social life

GRAPHICS	- Continually breathtaking throughout	9
SOUND	- Generally excellent despite the Americanisms	8
LIFESPAN	- A huge quest that will last forever, possibly	10

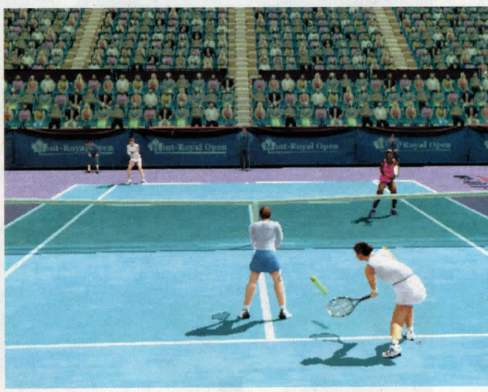
OVERALL SCORE 9

The best *Final Fantasy* game ever. Slight niggles aside, *FFX* is a truly remarkable gameplaying experience. Just be prepared to give up many hours of your time.

BRUTE V BELLE Lindsey Davenport's thuggish look is well captured.



AND THEY CALL IT PUPPY FAT Hardly athletic for a Wimbledon champ?



WE JUST CAN'T HELP IT Watch out love, ball near your arse...

PRO TENNIS WTA TOUR

SWEATY GIRLS PLAYING TENNIS SHOULD BE FUN. SO WHAT WENT WRONG?

TYPE	TENNIS
PLAYERS	1-2
OUT	MAY
PUBLISHER	KONAMI
PRICE	£39.99
DEVELOPER	KONAMI
AGE	3+

SEE IT ON DVD

/ Women prancing about
/ In a slooowwww stylee
/ There's various shots...
/ that all do the same

MEN'S TENNIS USED TO BE

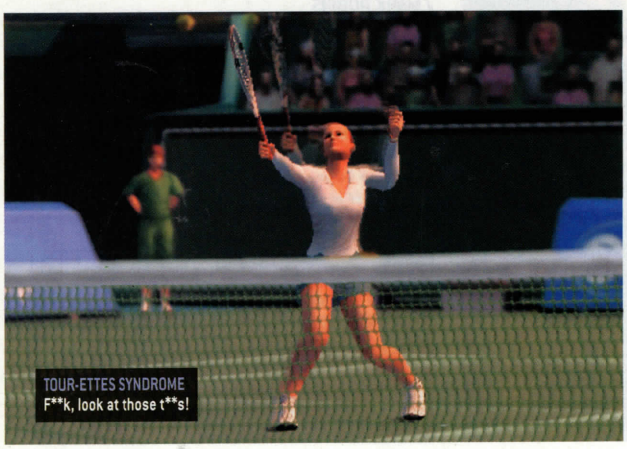
vaguely interesting in the Bjorn Borg/McEnroe era. Nowadays we'd rather scratch our eyes out with a broken beer bottle than endure the marathon bore of a male singles match. Invariably you get two lanky Croatians whacking unstoppable 100mph serves at each other with their space-age carbon-fibre rackets and ensuing rallies that rarely go beyond three strokes. By contrast, women's tennis is far more entertaining. Don't get us wrong, it's not as good as watching football, drinking beer and eating crisps (for some reason we feel an urgent need to reassert our masculinity). But the more sedate pace of the female game allows for lengthier rallies and closely contested points, ultimately providing a better show for the spectators. Perhaps this is why Konami has focussed on the women's game – and not the men's – for its new PS2 game *Pro Tennis WTA Tour*.

Unsurprisingly, the game has been timed to coincide with the annual strawberries and cream gluttony contest (more commonly referred to as Wimbledon), but it won't have the market entirely to itself – Namco's fantastic *Smash Court Pro Tournament* is released around the same time. We'll save you the bother of flicking through the magazine to find out how it scored. It received a thoroughly deserved 8/10, which compares very favourably to *Pro Tennis WTA Tour*.

The problem isn't with the selection of players, because just about every female tennis player we've ever heard of, plus another dozen or so we didn't even know existed, have been digitally reproduced in the game. That is except for model-cum-tennis player Anna Kournikova, but she rarely progresses beyond the first round of any tournament she enters, so probably wouldn't be the best choice of playable character anyway. No, the problem lies with the snail-paced speed of the game. At first we thought it was a glitch, or perhaps something that could be remedied in the Options menu. But no such luck. Making your way around the court is a lengthy and frustrating process, compounded by the unwillingness of your character to react to the simplest of commands. Some courts are faster than others, to be fair, due to the differences between grass, asphalt and clay surfaces, but it remains woefully slow when compared to *Smash Court Pro Tournament*.

Perhaps it wouldn't be so bad if the controls were better, because the two combined manage to completely ruin your enjoyment of the game. Players are slow, unresponsive, and seem to have extreme difficulty angling the ball anywhere other than in the centre of the court. They also appear to have left their tennis skills in the dressing room, because despite experimenting with virtually every button combination on the PS2 controller, we were unable to uncover anything other than a simple forehand or lobbed shot. So matches quickly become formulaic games of 'pass the ball' – only with girls in mini-skirts. Which is about as entertaining as an impromptu Cliff Richard sing-along when the weather turns to piss. Bottom line: get *Smash Court Pro Tournament* instead.

/ LEE NUTTER



TOUR-ETTES SYNDROME F**k, look at those t**s!

VERDICT

UPPERS	DOWNERS
- Girls in mini-skirts	- Unbearably slow
- Just in time for Wimbledon	- Limited range of shots
- Plenty of tournaments	- No Anna Kournikova
- Up to four players	- Not as good as *Smash Court*

GRAPHICS	- Player animation could be a lot better	5
SOUND	- Umpire announcements only	5
LIFESPAN	- Lots of modes, but unlikely you'll bother	4

OVERALL SCORE 3

The potential was there, but *WTA* fails to deliver. Full marks for timing and girl-on-girl action, but the seasonal sports fad is far better represented in *Smash Court Pro Tournament*.

LET'S ROCK! Play guitar, battle aliens, defeat Elvis, all in time to Japanese rock and pop.

GITAROO MAN

SAVE THE WORLD FROM ALIENS AND ELVIS IMPERSONATORS USING THE POWER OF ROCK MUSIC. WE MAY HAVE JUST DREAMT THE WHOLE THING.

TYPE	RHYTHM ACTION
PLAYERS	1-2
OUT	NOW
PUBLISHER	THQ
PRICE	£39.99
DEVELOPER	KOEI
AGE	3+

SEE IT ON DVD

/ Guitar-based combat!
/ Guitar-based guitar playing!
/ Guitar-based combos!
/ Guitar-based sci-fi!

CHRIST, YET MORE RHYTHM

action. We're starting to hear melodies in the tap-tap-tap noise of fingers typing on keyboards, we only phone people whose numbers dial out a nice tune, we stop at all of the floors while taking the lift up to the office because we just can't help pressing every button. Any sudden noise makes us lash out with our fingers and instinctively press things. It's getting embarrassing now. Rhythm action is taking over our lives and turning us mad.

Gitaroo Man isn't helping. It's definitely won the battle to out-bizarre everything else, what with its plot that has you playing a techno space guitar to battle alien invaders and some kind of bee thing that's dressed up like Elvis Presley. Gitaroo Man himself even has a talking dog – the universal sign of badness. It is strange.

It's also a bit demanding for a rhythm action experience, with guitar playing involving spinning that blue radar thing around and pressing buttons on demand to produce screechy metal sounds. Even our natural sense of timing and rhythm was substantially challenged, especially when the game throws in patterns of extra button symbols to make things harder.

Each level is broken down into three basic sections: a preliminary Charging session to play guitar and boost your power gauge, followed by a button-pressing defending spree to fend off incoming attacks, and then the final all-out Attack where you guitar your enemy to death. And as with all these kooky kinds of party games it's a lot better in two-player mode, also supporting up to four simultaneous musical jammers battling through sound.

There's a training mode (practising on a tennis racquet!) to help you learn to play, but *Gitaroo Man* never becomes particularly instinctive – you're always struggling to keep the radar pointing the right way. It's quite a fun little thing, but a bit too over complicated to be rated alongside the obsessive/compulsive *Frequency* and the gorgeous *Space Channel 5*. And of course it also contains a talking dog, for which we always subtract two points from any review score.

/ GARY CUTLACK

FUNKY GUITAR Once charged, it's time to play and attack!

VERDICT PSW

UPPERS	DOWNERS
- Great two-player battle	- Too awkward to really enjoy
- Great three-player battle	- Guitar playing is too difficult
- Great four-player battle	- Tries too hard to be 'wacky'
- Nice mix of different tunes	- Contains talking dog

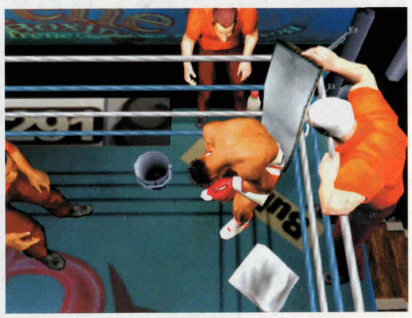
GRAPHICS	- Predictably bizarre – Elvis, aliens, animals...	6
SOUND	- Varied and strange, from rock to Japanese pop	7
LIFESPAN	- Short like they all are, too annoying to be a fave	5

OVERALL SCORE 6

It's kinda cute, but a little too hard and not that much fun to play. With *Frequency* and *Space Channel 5* also angling for your rhythm action pounds, *Gitaroo Man* is a third choice only.

MY NAME'S NOT AUDRY Having a girl's name toughens you up from an early age.

PICK BOTHA Possibly the best goatee beard in video games.



BEATEN OFF Losers have to poo in a bucket. Oh, the humiliation.

MIKE TYSON HEAVYWEIGHT BOXING

WANNA BE ABLE TO REMEMBER WHAT YOUR NAME IS WHEN YOU'RE 50? LET PS2'S SILICON BRAIN TAKE THE DAMAGE.

TYPE	BOXING
PLAYERS	1-2
OUT	APRIL
PUBLISHER	CODEMASTERS
PRICE	£39.99
DEVELOPER	ATOMIC PLANET
AGE	11+

SEE IT ON DVD

/ Thankfully it's all boxing
/ No dodgy Tyson behaviour
/ Such as ear fighting
/ And er... the other things

WHO KNOWS WHAT SITUATION

Mike Tyson will be in when you come to read this. Cannibalism put paid to his chances against Evander Holyfield, rape scuppered his hopes of a title shot in Las Vegas and complete mayhem surrounds his attempts to bag Lennox's crown. His chequered past reads more like the fictional résumé of a WWF wrestler – but with the sport of boxing swaying badly on its wobbly legs, the notorious Iron Michael Tyson is still the noble art's best hope of gaining headlines. He may drag the sport's tarnished name through the foulest smelling mud imaginable at times but his awesome power is undeniable. And *Mike Tyson Heavyweight Boxing* does a fine job of recreating that might on PS2 without any of the man's controversial baggage.

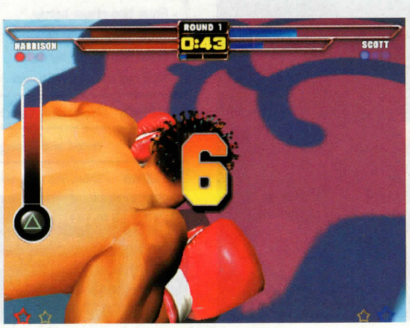
MTHB requires much more tactical nous than other boxing games. Hold down one of the standard punch buttons for a few seconds and your boxer's gloves start to glow and change colour. Unleash it at just the right time and you connect with a jaw-busting haymaker. But leave it too long to unleash your venom and your boxer's burst of adrenaline will expire with less impact than a slap from Julian Clary. Of course treading that tense line between the interminable wait for that powered-up blockbuster or unleashing a quick fire jab can leave you open to an opportune counter and an unwanted close-up of the blood stained canvas. It's this decision making that marks *MTHB* out as a serious boxing simulation and permeates every facet of this digital recreation of the sweet science. Do you constantly bludgeon, or power up and wait?

Unlike *Ready To Rumble 2* or *Knockout Kings*, this game approaches boxing from an enthusiast's perspective. If it's gratuitous brutality and arms like mechanical pistons meting out a constant flurry of blows from start to finish that you're after, stick with the above arcade brawlers. Despite what we said in our review of *Knockout Kings* last month – it was the most authentic piece of digitised pugilism at the time – *MTHB* is now the true purveyor of genuine ring craft

PROPPING UP THE BAR

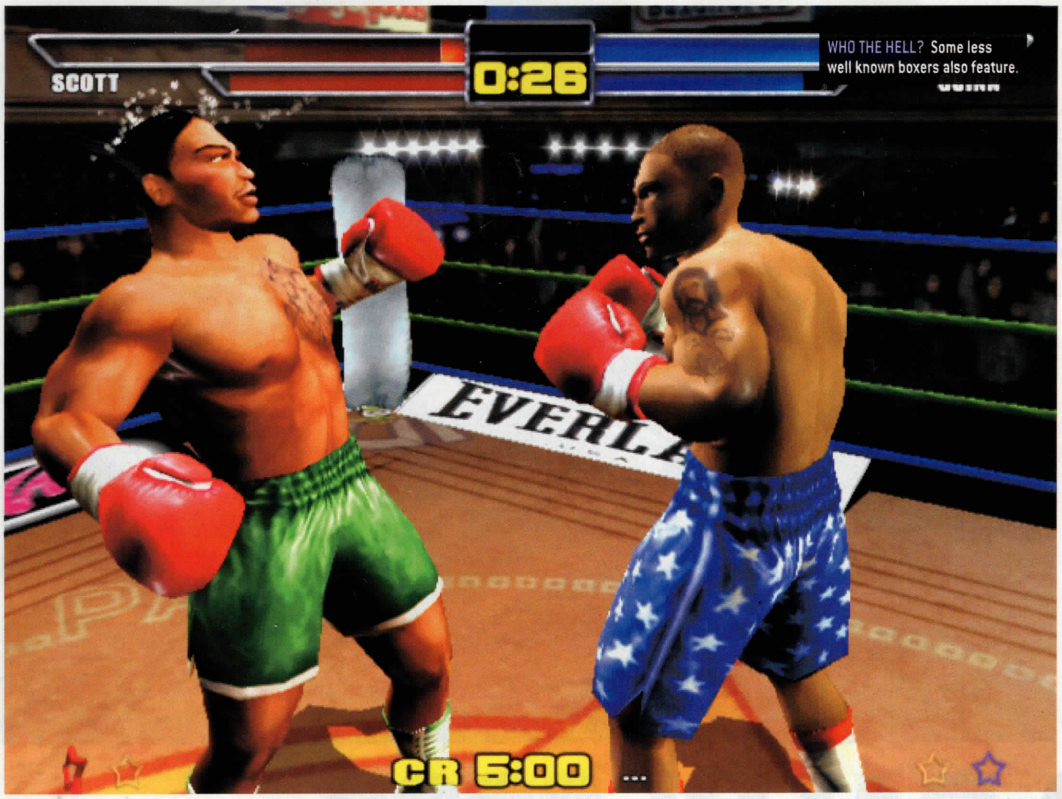
A stamina bar that slowly drains every time you unleash a blow puts paid to any thoughts of beat 'em up style non-stop pummelling. Instead you've got to ensure every shot counts. Deplete your reserves too quickly and your punches connect with the trifling impact of a gentle caress on the cheek. Which is fine if you're up against glass jaw Frank Bruno but the bunch of pugilistic battlers on offer here are a lot more durable than that.

They'll hit you with elaborate combos and the only way to return the compliment is to defeat your foe then nick their moves. Winning a bout rewards you with a bigger share of the purse, winnings which may then be spent on buying the punch combinations off of your defeated rival. Attribute improvements that boost ten different skills such as your stamina, power, ring speed and guard abilities can also be purchased along with 24

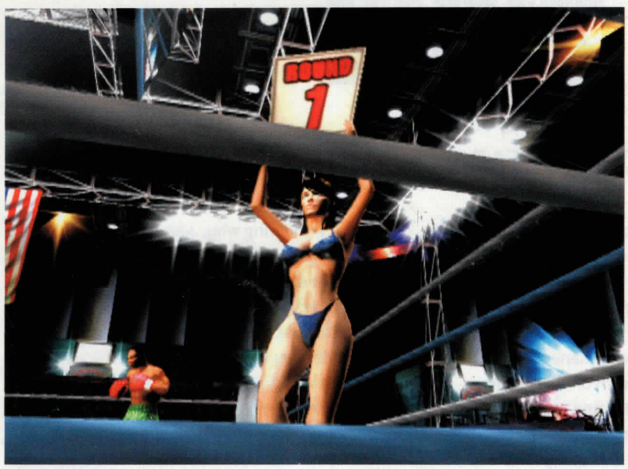


MAN DOWN British boxers in their natural element – face down.

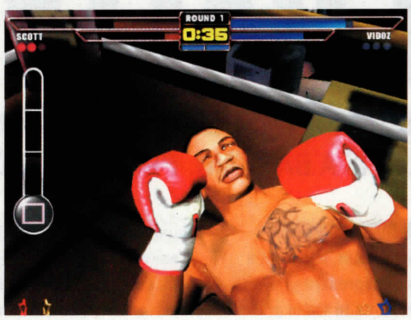
THE GREATEST (BAR 991) Audley hammers the 61-year-old binman.



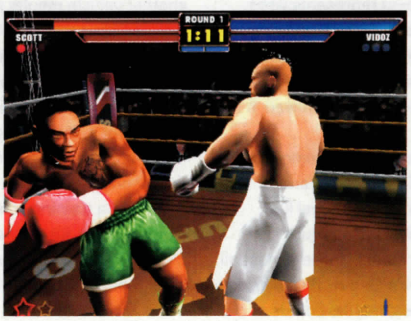
WHO THE HELL? Some less well known boxers also feature.



LOVELY GIRLS Audley Harrison denied accusations his next opponent wasn't a worthy challenger.



GET ON UP We were player two. Honestly. That's the PS2's man.



SWINGERS Miss and expose yourself to counterattack. Duh!

/ UNLEASH IT AT THE RIGHT TIME TO CONNECT WITH A JAW-BREAKING HAYMAKER /

expert punches and illegal moves. One ingenious special move enables you to distract the referee for a few seconds so that you can repeatedly pummel your opponent with head butts, low blows and rabbit punches without the usual point penalties. With so many ways to improve your fighter and so many secrets to unlock (see panel) it certainly takes a big effort to truly master the noble art.

IDEAL HOLMES

You can choose one of 16 fighters including such illustrious names as Larry Holmes, Michael Grant, our own Audley Harrison, and Iron Mike (but only five are available to begin with – the rest need unlocking), or create your own. There's an impressive array of attributes to be tinkered with to make your brawler unique. They're not just for cosmetic effect either as your fighter's features change during the bout. Depending on the punishment you take, the face goes through four stages of damage so you can visually identify how deformed your fighter has become – it looks great.

Limiting your damage by ducking, weaving and blocking at the right time is an important skill to master and not just to avoid ending up with a nose like Cat Deeley's. Dodge a sequence of blows or unleash a successful flurry and a star begins to flash at the bottom of the screen. This indicates you can now let rip with one of your special combos. Managing your stamina, countering your opponent's attacking style, mastering your moves and unleashing them at the right time all combines to make *MTHB* a much deeper brawling affair.

Boxing games will always be in the shadow of beat 'em ups due to their far more limited scope. With a lack of speed and elaborate combos they tend to end up feeling like nothing more than an inferior fighting game, while in choosing immediate thrills over realism they also make too many concessions to offer authentic boxing. *MTHB* tries to break out of this shadow by throwing its full weight into the realism corner. If it's a slower paced, methodical boxing experience you're after then Mike's your man. Unfortunately for anyone else the end result is a plodding affair that's merely satisfying rather than thrilling. Especially in two-player mode, where every encounter tends to degenerate into a button bashing scrap that has more in common with an arm windmilling, playground brawl than a cultured exhibition of strategy, guile and expert ring craft.

/ MIKEY FOLEY

WHAT'S A VEGETABLE?

SAVE YOUR BRAIN AND DAMAGE MIKE TYSON'S INSTEAD WITH A CAREER THAT COULD LEAD ALL THE WAY TO THE TOP.

I MADE THIS The comprehensive man-editing feature is cool.

Mike Tyson Heavyweight Boxing **doesn't offer a full-blown career mode as such. Instead it presents you with a series of increasingly more difficult belts to aim for, challenging you to gradually better yourself. They're broken down into three categories:**

BRONZE BELT – Beat six reasonable opponents
SILVER BELT – Beat nine good opponents
BRONZE BELT – Beat 12 ring aces

With the ability to personalise your fighter and slowly improve his abilities, you'll spend a lot of time perfecting new skills and learning new combos, as well as buying every bit of assistance you can afford.

/ There are over 100 skill points in ten different categories to be purchased.

/ Plus 778 punches, regular combos, special combos, illegal blows, taunts and entry tunes (215 of them secret) to unlock and master.

Creating the perfect fighting machine is no easy task but success reaps its rewards, prolonging the life of the game and giving you much more to keep your encounters fresh and challenging. Within *MTHB*, there are also...

/ 10 modes of play including the belt tournaments, speed boxing, secret Tyson challenges and multi-player competitions.

/ 16 boxers (11 secret), 20 arenas (16 secret) and extra create your own boxer features.

And after all that there are even more secrets to unlock by topping the high score tables, which include rankings for consecutive wins and fastest knockouts. Best get scrapping then!

VERDICT

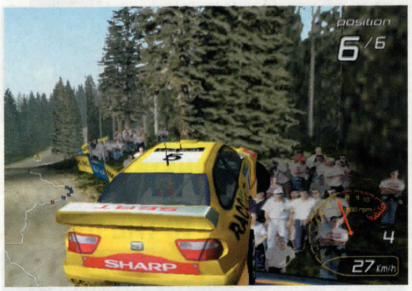
PSW

UPPERS	DOWNERS
- Tons of secrets	- Plodding pace
- Real boxers	- Disappointing in two-player
- Illegal blows	- Dodgy crowd animations
- Wobbly breasts on ring girls	- Need to unlock Tyson!

GRAPHICS	- Can't compare with *Knockout Kings'* realism	7
SOUND	- Ooofs, thuds and decent commentary	7
LIFESPAN	- Plenty of secrets to unlock	7

OVERALL SCORE 7

MTHB **makes an admirable attempt to please fight fans with its simulation approach, also offering enjoyable – if a bit repetitive – fight night excitement for standard gamers.**



DEATH RACE Try killing the man feeling himself. You can't. Oh.

YOU LIARS This is not a 2002 Toyota any more than a Starlet is.

SLIDERS Go everywhere sideways, like crabs do.

PRO RALLY 2002

SOME THINGS ARE BARGAINS, SOME THINGS ARE CHEAP: GT3 FOR TWENTY QUID IS A BARGAIN. PRO RALLY 2002 IS CHEAP.

TYPE	DRIVING
PLAYERS	1-2
OUT	MAY
PUBLISHER	UBI SOFT
PRICE	£19.99
DEVELOPER	UBI-BARCELONA
AGE	3+

SEE IT ON DVD

/ Weird mix of cars!
/ Rubbish collision detection!
/ Nothing much to see here!
/ Move along!

THIS GAME IS SUPERFLUOUS. That's its greatest fault, although it tries pretty hard to present you with alternative problems to tease and annoy. Let's study the title, for instance, the clump of words that presumably best represents what you'll find in the box: *Pro Rally 2002*. Firstly, Pro – we'll assume they mean 'professional' rather than 'prostitute', even though this is undoubtedly a cheap and unsavoury way of getting screwed. It's not professional.

Why? Consider: the handling is tiresome, and it's easy to loose all control of your rear end (steady) for mid-corner seconds that feel like years – boring little half-spins are a regular feature. There's no damage model, unlike almost all other rally games, and there's no dirt. The collision detection is shambolic: trees, marker boards and bushes are solid or vapourous at random, so you'll soar unrestrained through some objects and come to a complete halt on others. Cars also penetrate each other in a most unseemly way, melding shyly together like cousin lovers. Still, even *touching* another vehicle results in instantaneous speed loss and your car being thrown off at a totally random angle. It's unrealistic, and leaves you incapacitated for several seconds, usually pointing the wrong way. Overtaking is stupidly hard because of it. Overtaking? Yes, in Arcade mode you can choose to race against five other cars, but don't worry, it's not any more fun.

There's a training school mode, but it contains no instruction, just tests. The engine notes sound more like the wind streaming through a taut rubber band than 300bhp. The loading screens are vast deserts of wasted time, tear-inducing epochs that leave you wondering why. Just, why? Even the biggest jumps are adrenaline free, thanks to the ultra-simple car physics (it feels like a ten-year old arcade game). The biggest challenge comes from certain bits of scenery that seem specifically designed for you to get stuck behind. Never mind – they're not real drivers anyway, so even the vicarious fizz of racing against McRae or Burns isn't wasted here. It's definitely more amateur than pro.

And it's not 2002, either – some of the 20 cars are modern examples, but we haven't spotted any Castrol Celicas in the World Rally Championship for a good few years now. This isn't the 2002 season. OK, some of the stages look all right, with impressive sections through towns, but interesting layouts are few and far between. Yes, there's the standard selection of modes (Time Trial, Arcade, a championship, blah blah blah...) and a few things to unlock. And yes, it's only £20, but so's *GT3* on Platinum – play the rally sections in that and enjoy the free road races that come with it. So, now we've dealt with the ends of the title, we're left with the middle. Rally. A generic, uninspiring, meaningless game. Rally.

/ STEVEN WILLIAMS

OFF TARGET Hopefully it's just a stage Ubi Soft's going through.

VERDICT PSW

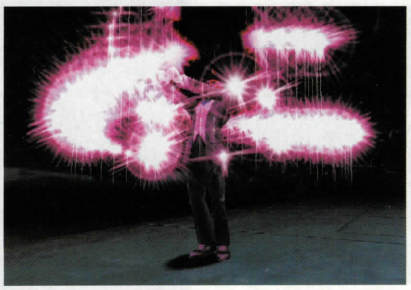
UPPERS	DOWNERS
- Runs pretty fast	- Horrible collision detection
- Decent car models	- Horrible collisions
- Some interesting stages	- Erratic difficulty curve
- Good-looking towns	- Lamentable loading times

GRAPHICS	- Occasionally decent, mostly underwhelming.	5
SOUND	- Useless, tinny and drab.	2
LIFESPAN	- No, none that we can find.	3

OVERALL SCORE 3

It's got budget written all over it, but if you're on a budget, why waste your money? Hold out for *V-Rally 3*, *Colin McRae Rally*, *Race of Champions* or *World Rally Championship 2*.

SWIPED It was several seconds before Mr Rude realised his handbag had gone.



HAVE YOU GOT A LIGHT? Magic. Note: the dove's up his sleeve.

SHADOW HEARTS

THE PEOPLE WHO BROUGHT YOU KOUDELKA ON PSONE ARE BACK. WHAT DO YOU MEAN YOU NEVER PLAYED IT?

TYPE	RPG
PLAYERS	ONE
OUT	JUNE
PUBLISHER	MIDWAY
PRICE	£39.99
DEVELOPER	ARUZE / SACNOTH
AGE	15+

SEE IT ON DVD

/ Men become monsters!
/ Men and monsters fighting like maniacs!
/ Spells!

JUST WHEN WE WERE BEGINNING

to think there was actually a proper legal rule for this stuff, along comes *Shadow Hearts*. The rule, "Thou shalt set RPGs in a sub-*Lord of the Rings* world, a forests-villages-and-busty-serving-wenches fantasy like the Nazis desired for the Fatherland", seemed unbreakable. But no. This is set in 1913, at the very pinnacle of top hat wearing, and there's nary an overflowing waitress in sight.

However, that doesn't mean there are no busts to speak of. In fact, the characters seem to think, if not talk, about little else. Obeying all other unwritten rules for RPGs almost slavishly, the hero is rude, abrasive, puerile and above all else a twat. The level of innuendo in his and the other characters' dialogue would shock a *Carry On* fan, and the voice acting's not up to much either; it's almost as if everybody's working to make *Final Fantasy X* look even better than it is. Try this for size, uttered by your hero at the dramatic juncture when he meets the villain atop a speeding train:

"You ain't getting away, pops!" Oooh, scary.

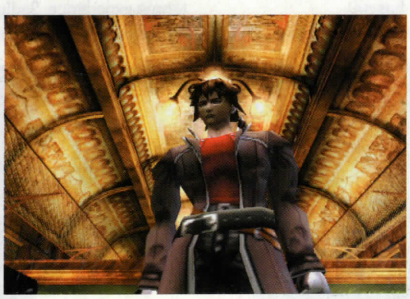
Perhaps worse, this rude hero is introduced as Rude Hero and the villain is (and possibly likes to) Roger Bacon. Bacon kicks the game off by kidnapping the winsome Alice Elliot (Virgin, first class) in order to sacrifice her unbreached body to some dodgy god or other. Oddly, it seems certain Japanese forces are after her too (it must be her Impulse), and Rude Hero is the one who can save her. Lucky Alice. But what does Mr Rude want with her anyway, the old misanthrope? Well, the voices tell him to do it, and as Alice has visions too, they're a perfect couple. Ahhh.

OK, we're being a little harsh. There are a few more non-standard things in *Shadow Hearts*. You're a Harmonixer, which means you can morph into other creatures during battles. There are more than 20 for you to earn, and to do so you must visit the graveyard in your dreams... it's one of the few fantasy settings in what's otherwise a realistic set of backdrops. There's more than one reason to go there, too – every time you slaughter an enemy it affects your sanity, and before long the killing will drive you completely Vanessa Feltz. To avoid this you must fight the monsters in the boneyard and release the souls of those you've killed, which somehow makes everybody feel better.

Also novel is the Judgement Ring. Any time you mix a potion, cast a spell, haggle at a shop or perhaps launch an attack in the (yawn) turn-based battles, this ring appears. Like a clock face, the hand swings round and you must time your press for good results – missing the thin red line means partial or total failure. It certainly gives you some extra input, but ultimately it makes little difference. Still, if it puts you off from the messy, slightly ugly graphics and regrettable dialogue, it's done its job. And if these few things and the modern-ish setting grab you, then give it a go – but otherwise there's nothing new for you here.

/ STEVEN WILLIAMS

ONE CAREFUL OWNER "Look, make it fifty cash and the scythe's yours. I can't say fairer than that."



TICKETS PLEASE Or he'll rip your head off and snog it.

DISC DRIVE Hit the disc's red spots for perfect assaults.

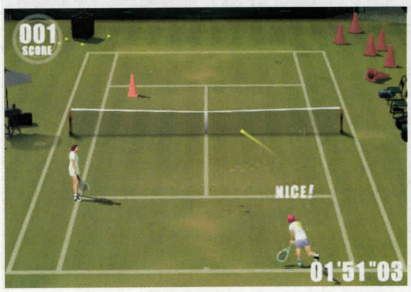
VERDICT PSW

UPPERS	DOWNERS
- Unusual setting	- Clichéd in so many ways
- Judgement Ring feature	- Mediocre voice acting
- Over 40 hours of play	- Diabolical script
- Morph into other monsters	- Turn-based fighting – why?

GRAPHICS	- OK cut scenes, ugly gameplay	6
SOUND	- As stilted as you'd expect	5
LIFESPAN	- Over 40 hours of nothing special	5

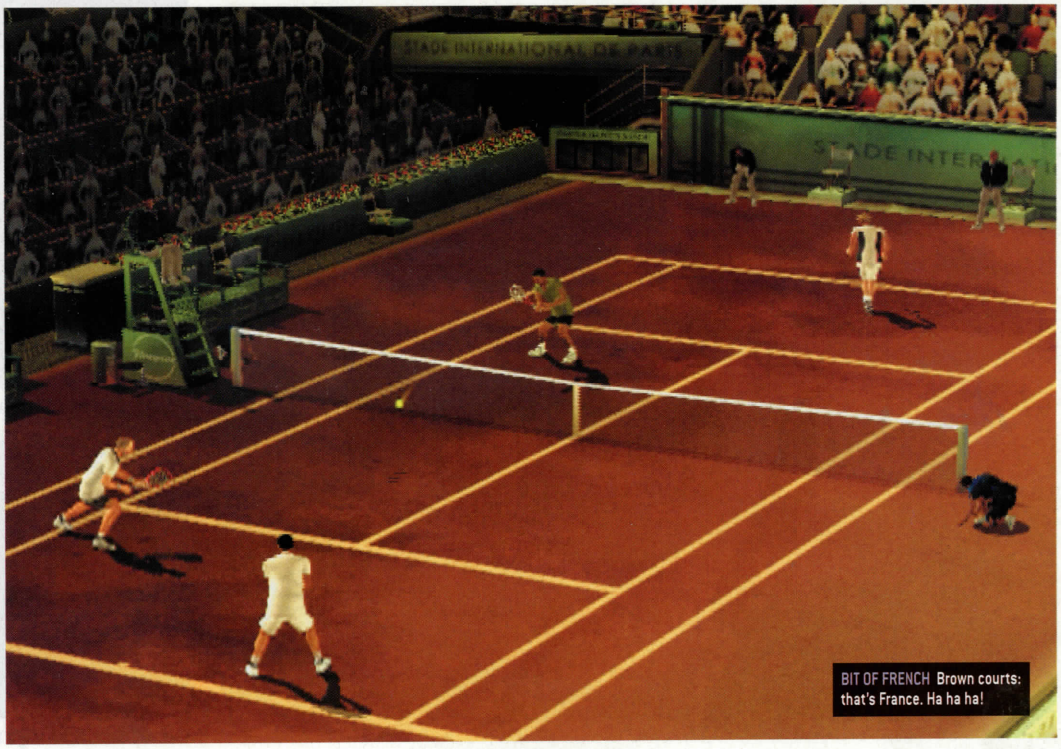
OVERALL SCORE 5

If you're still waiting for *Final Fantasy X*, *Shadow Hearts* is definitely an RPG. But beyond its setting there's little to differentiate it from the *Grandia 2*s of this world.



CONE HOTLINE Those damn students have been on the court again.

HE'S BEHIND YOU Smash Court is great in four-player doubles.



BIT OF FRENCH Brown courts: that's France. Ha ha ha!

SMASH COURT PRO TOURNAMENT

PSW MUST BUY

SUMMERTIME, WHEN A MAN'S THOUGHTS TURN TO GIRLS, SKIRTS, ORANGE SQUASH AND VAGUE FEELINGS OF INADEQUACY DUE TO BEING BRITISH.

TYPE	TENNIS
PLAYERS	1-4
OUT	NOW
PUBLISHER	SONY
PRICE	£39.99
DEVELOPER	NAMCO
AGE	3+

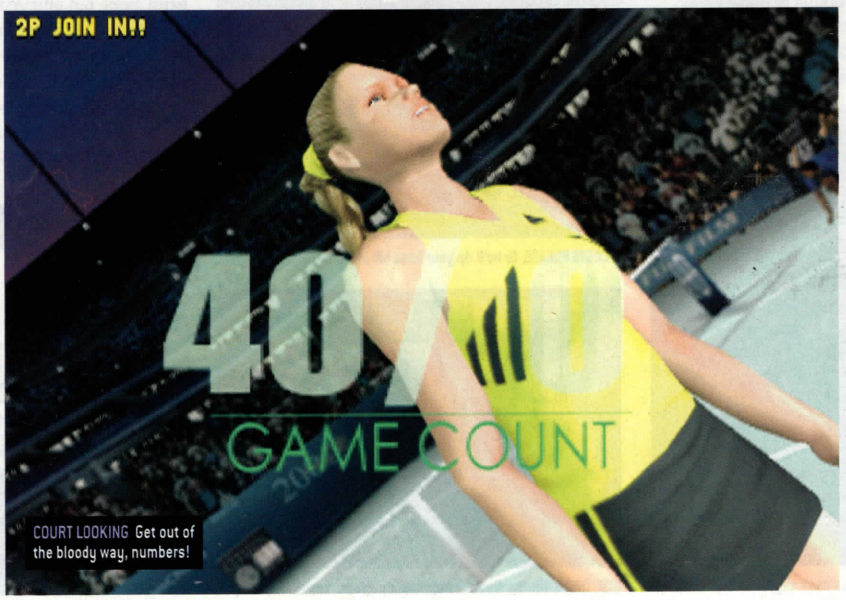
SEE IT ON DVD

/ Anna Kournikova – who else could we pick?
/ *Virtua Tennis* similarities
/ Girls. Not real, but still nice

CONTRARY TO WHAT WE SUGGESTED last month, it's not actually possible to review a tennis game without mentioning Sega's *Virtua Tennis* in every paragraph. The world of games is still reverberating from its impact, the crater at *VT* ground zero still smoking and full with the molten discs and cartridges of what used to pass as entertaining sports games.

So does it come as a surprise that Namco – Sega's sworn arcade rival – has so comprehensively cloned *Virtua Tennis* here? No, it's just the way they work. Sega and Namco must have some sort of gentleman's agreement not to continuously drag each other through the Japanese courts, what with making extremely precise copies of each others' arcade games seemingly both companies' core business.

Like monkeys and humans, *Smash Court* and *Virtua Tennis* are constructed from 99 percent identical DNA, resulting in what other games magazines would no doubt describe as an "Ace!" tennis experience. Sadly for *Smash Court Pro Tournament* we're accusing it of being the monkey in this particular relationship, seeing as the few minor differences that do appear are generally to the slight detriment of the tennis experience. The most disappointing alteration has been made to the lob, which for reasons we just can't understand, seems curiously ineffective and therefore suicidal to use in competitive play. Timing is crucial whatever the shot, with the game complimenting you with a "Nice!" should you get it right and send back a quicker than average return.



COURT LOOKING Get out of the bloody way, numbers!

DENIAL OF SERVICE

But you do have one extra button – X is a slice shot, with circle performing a more powerful top spin return. But, seeing as the top spin is faster and both shots are capable of equal accuracy, there's little point in using the slower slice at all. But then strategy is for wimps – *Virtua Tennis* was all about speed and accuracy. As, fortunately, is *Smash Court Pro Tournament*. All of your shots stay within the lines automatically – as if the ghost of Fred Perry is guiding them in himself in the hope of securing a British victory – with only the service

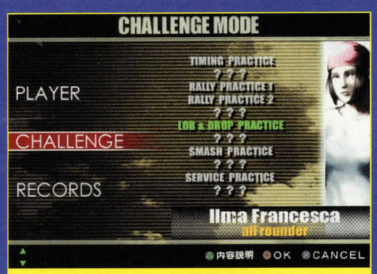
WHATSISNAME AND WHOEVER Oh yeah, it's also got blokes in.

EXTRA GAMES, MORE TENNIS!

A SELECTION OF MINI GAMES, JUST LIKE IN VIRTUA TENNIS!

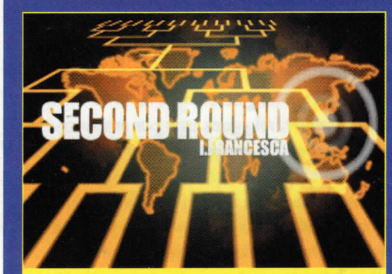
FOUR-PLAYER

Add a multi-tap to create twitch-based gaming heaven, just like in *Virtua Tennis*. But then that was on Dreamcast which conveniently had four controller ports built in – one for each British Dreamcast owner.



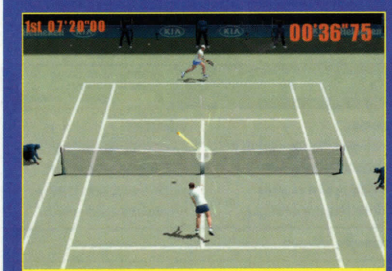
CHALLENGES

Mini games – just like in *Virtua Tennis* – designed to entertain and educate the player in the ways of tennis. Truth be told (well, this is a review) most of them are a little on the boring side (involves traffic cones).



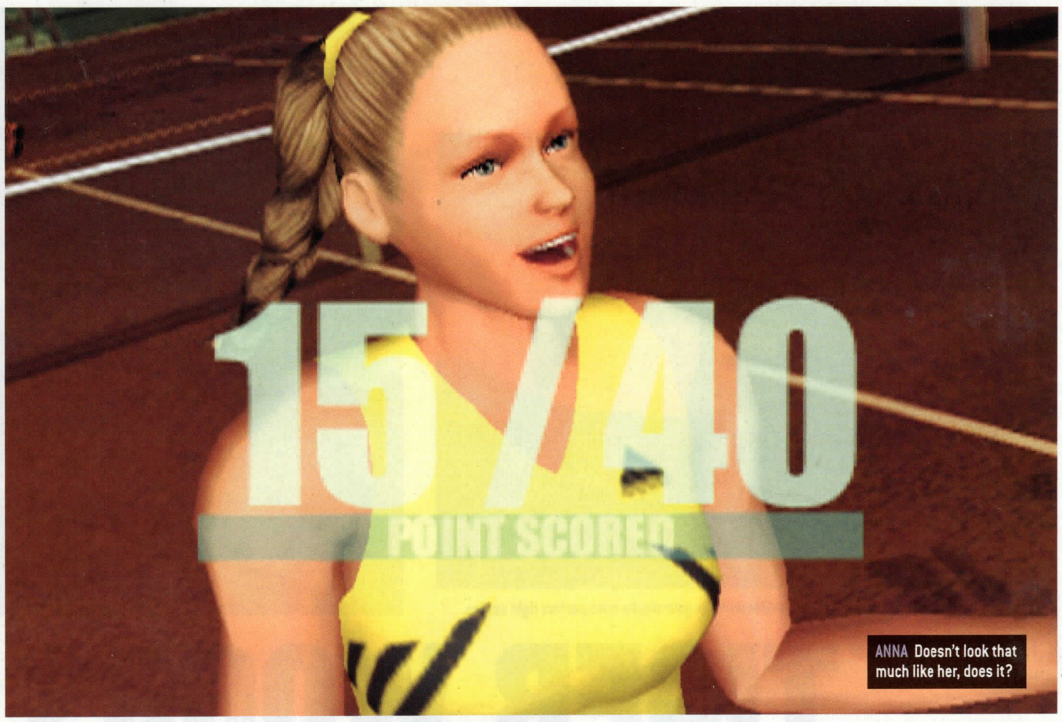
PRO TOURNAMENT

The largest chunk of the one-player game, challenging you to play through qualifying rounds and win each of the four Grand Slam events, just like in *Virtua Tennis*. But why must it get so hard so quickly?



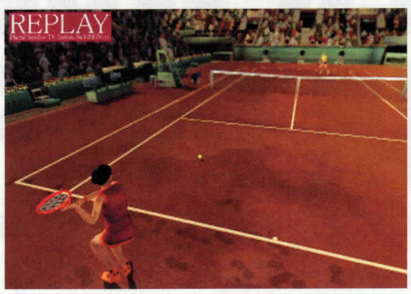
TIME ATTACK

SHOCK! A game mode not copied off *Virtua Tennis*! The same game as usual, only this time you're playing against the clock. You get the feeling they were starting to get a little desperate to think up extra features.



ANNA Doesn't look that much like her, does it?

/ A NEARLY PERFECT COPY OF WHAT MADE VIRTUA TENNIS SO GOOD /



BIG LEGS Bizarre fish-eye replays are unflattering to the ladies.

LOVE MATCH The female players 'come out' at Wimbledon.

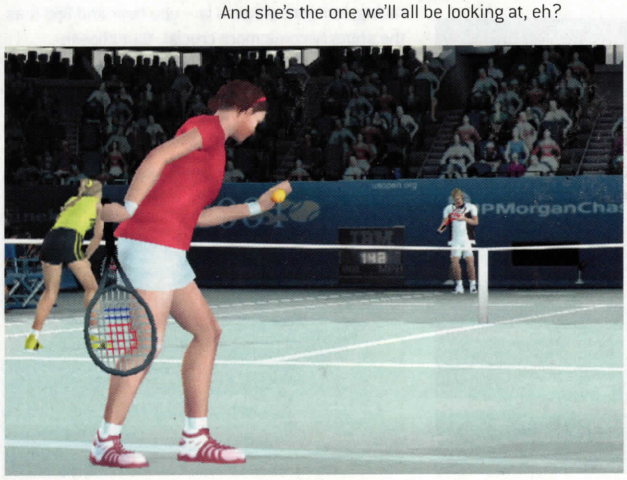
possibly flying out should you angle it too violently in your search for an ace. You're left to concentrate on out-manoeuvring your opponent, with the game relying on speed and quick thinking rather than technical correctness. Which is just like *Virtua Tennis*, when you think about it.

Smash Court looks ever so slightly different to *VT*, though, because where Sega's game attempted realism, Namco has gone for rounded, slightly cartoon-ish interpretations of the eight real life stars it offers. The advantage: they look cool. The disadvantage: they don't look particularly like who they're supposed to be, almost as if Namco bought the license to use their names but not their actual physical likenesses. Sampras is good, but Kournikova's only recognisable thanks to her hair. And she's the one we'll all be looking at, eh?

Also, for an arcadey kinda game, the colours are very bland, slightly washed out and not particularly vibrant. Keen readers should now be able to tell that the fact we're resorting to picking such stupid little holes in the way *Smash Court* looks tells you this: we like it. It's marginally slower than *Virtua Tennis*, but for the PS2 generation for whom Dreamcast is a punchline rather than a tragically underrated games machine, that fact is neither here nor there.

Virtua Tennis was perfect, *Smash Court* is a nearly perfect copy of what made it so good. The lob doesn't work quite so well, the pace of the game is a little slower and the one-player challenges aren't quite as interesting or as much fun, but that's like criticising a Porsche for being a bit worse than a Ferrari. It's a damn good tennis game, that's all you need to know.

/ GARY CUTLACK



WOMAN MOUNTAIN Davenport angers fans by slightly obscuring the view of Kournikova.

VERDICT

PSW

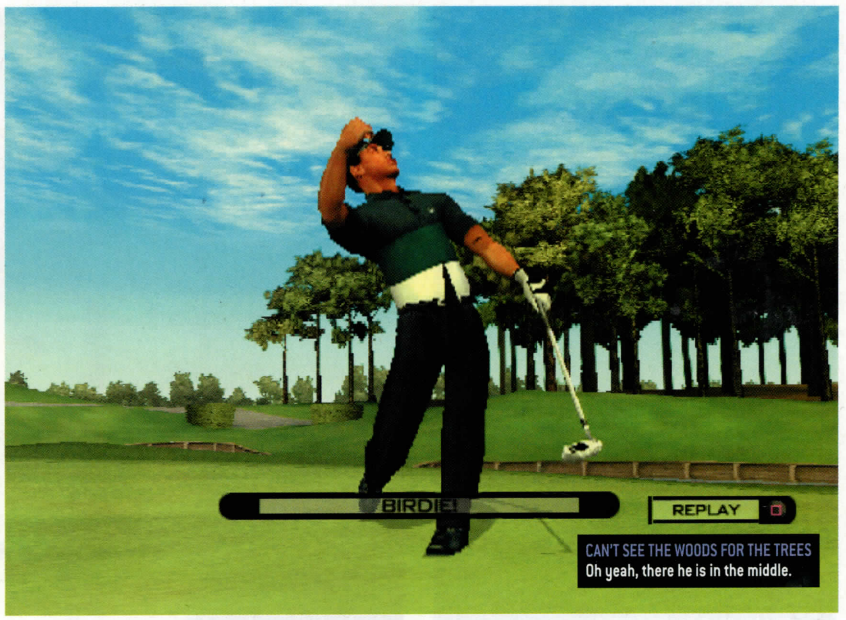
UPPERS	DOWNERS
- Real players and stadia	- Strangely useless 'lob' shots
- Cool, stylised design	- Fairly dull extra games
- Brilliant for two players	- It's best in multiplayer...
- Rapidly increasing difficulty	- ...so you need friends

GRAPHICS	- Rounded players, solid arenas, fast moving	8
SOUND	- Seles sounds like she's giving birth – perfect	8
LIFESPAN	- The great-two-but-short-one-player conundrum	7

OVERALL SCORE 8

One of the best two-player PS2 games, albeit one backed up by a short solo experience. If you view one-player modes as 'practise' for playing your mates, this is the perfect game.

FORE THE LOVE OF PANTS The game's crease editor ensures your slacks have perfect right angles.



CAN'T SEE THE WOODS FOR THE TREES
Oh yeah, there he is in the middle.

TIGER WOODS PGA TOUR GOLF 2002

GOLF FINGER (DOO-DER DERRRR), HE'S THE MAN... WITH THE TIGER TOUCH...

TYPE	GOLF
PLAYERS	1-2
OUT	MAY
PUBLISHER	EA
PRICE	£39.99
DEVELOPER	EA
AGE	3+

SEE IT ON DVD

/ Green grass, white balls
/ Lime shirts, blue skies
/ Play as Tiger if you want
/ It's golf, you hit balls, etc...

BEARING IN MIND THIS GAME contains someone's fantasy collection of beautiful holes, it's as well it's Tiger Woods' rather than Gary Cutlack's. This is a family magazine, after all, albeit a dysfunctional one with a mad granny in the attic and a Tourettes boy. Fortunately, Tiger's imagination is less... active than Gary's, and society can continue without collapsing. Unfortunately it's also considerably less able than his golf hand, so even his Fantasy 18 course is pretty bland, with the real-life courses perhaps inevitably falling even further behind in the excitement stakes. Fair enough, this game is going for realism (mostly), so it's to be expected, but the visuals match the gameplay well – nice, but nothing to really get your pulse racing.

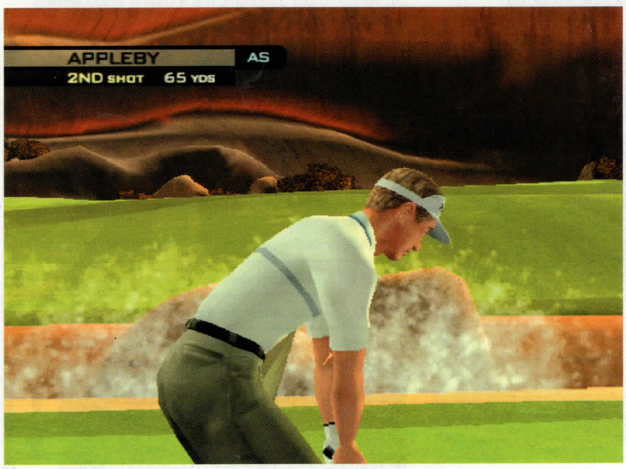
Twatting the ball really hard (we're informed this is called 'driving') results in a flashy motion blur and various *Matrix*-style time slicing effects. Get it spot-on and the golfer even takes a run up, but you'll be lucky to see this once in perhaps an hour of play. Over-powered shots can be achieved by frantically rapping L1 as your hitting-stick (apparently known as a 'club') completes the backswing, but as you're also engaged with undulating one of the analogue sticks at the same time, it's tough. There are no power gauges, you'll note – you're left to control the power with the strength of your thumb wobbling. The disparities between the straight-up-and-down motion needed for an unswerving shot and the way humans actually hinge caused much tree-spanging heartache in last year's effort, as the natural motion resulted in a nasty slice. This problem has been banished at least, but how far your sphere goes retains an annoyingly high random factor.

Other nice touches? Your heart might not be racing, but your player's is – you hear and feel it as the shots become more crucial. Your chosen golfperson also expresses his or her disapproval by smashing up their clubs, turning to threaten you with them or simply falling limply on their face and weeping into the dandelions for months, years and finally decades as the locals arrive to trace their vast outlines in chalk on the nearby hills. We made that last one up. We do like it When Lead Characters Attack, though: more please.

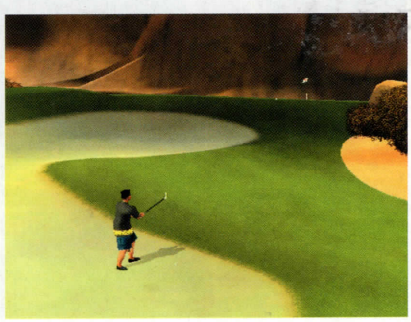
And then there are the physics. So exceptional you won't even think about it. Unfortunately (that word again) the players behave pretty realistically too, and it's not long before you're faced with someone who rarely goes over par and frequently finishes under it. If you're not an avid fan and don't know your shots and clubs, you'll struggle. Still, there are always the Speed Golf, Challenge and Scenario modes to keep your pecker up if the inevitable Training mode is leaving you limp.

It is, however, pretty much what you'd expect from an EA update: more, better, newer. More perforated gardens (referred to as 'courses', it seems), better graphics, and newer stats. And it's accomplished, tough, but largely unexciting unless you're a proper golfer – popularly referred to as an 'armed rambler', apparently.

/ STEVEN WILLIAMS



GREEN POWER A simple chip over the chemical dump will do.



WHO THE MAN? No trousers, no visor? Someone call security.

VERDICT PSW

UPPERS	DOWNERS
- Fun over-the-top edge to it	- Just not that exciting
- Brilliant ball physics	- Rapidly becomes tough
- Loads of new courses	- Controls tricky to master
- Great player animations	- There'll be another soon

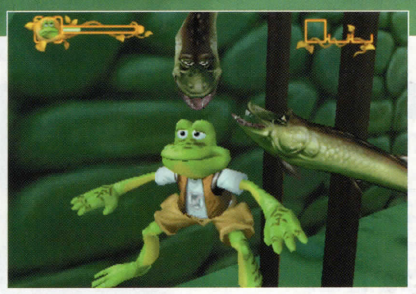
GRAPHICS	- Bland courses, nice figures and effects	7
SOUND	- Not much, but calm, decent voiceovers	8
LIFESPAN	- How long have you got?	8

OVERALL SCORE 7

Tiger Woods 2002 is accomplished, but its high points are ones of mere mild satisfaction. The effects are laudable, as is the physics engine, but the result is still oddly clinical.

PONDLIFE Like a middle class dreadlocked environmentalist, he's an annoying green freak.

RESPAWNING Come on Mr Whale, get him, get him!



EEL-BOW ROOMS Perhaps not an eel, but the pun requires.

FROGGER THE GREAT QUEST

THE PAST WASN'T REALLY THAT GREAT. IT JUST SEEMS THAT WAY BECAUSE YOU CAN'T REMEMBER IT PROPERLY.

TYPE	PLATFORM
PLAYERS	ONE
OUT	MAY
PUBLISHER	KONAMI
PRICE	£39.99
DEVELOPER	KONAMI AMERICA
AGE	3+

SEE IT ON DVD	

/ You probably don't want to
/ But if you have to...
/ there's a green frog...
/ and he jumps about

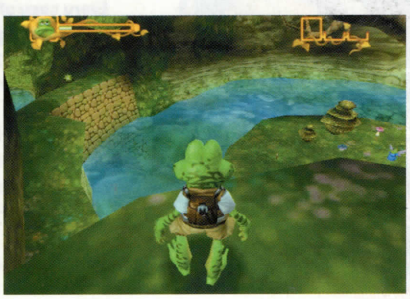
BACK WHEN COMPUTERS USED tape drives and took ten minutes to load something that looked like Lego collapsing in front of a strobe light, *Frogger* was a popular game. Characters were made from precisely no polygons – back then all computer programming was done in lumps, which didn't matter because *Frogger* was a top-down struggle to get your green frog lump across a road and then a river filled with log-coloured lumps. It was fun. Retro is now trendy and *Frogger* is back: but he's back in name only. As is so often the way when somebody's got a saleable title and nothing else, *Frogger* has become a lazy platforming game. A very bad, utterly thoughtless, lazy platforming game. It is not fun.

Indeed, it's complete crap. If you want to play a decent platformer, *Maximo* (9/10, PSW #26) is available for the same price. And if you want to play *Frogger*, invent a time machine that works whenever you do 88mph in your silver DeLorean and pop back to the arcades with some of those really big ten pence pieces. Go into the loft and see if there's an old Spectrum up there. Visit the boardwalk arcade in Santa Cruz. Put real frogs under your eyelids before going to sleep. But whatever you do, don't spoil your summer by playing this.

Even by the standards of a lame, by-the-numbers platformer hiding beneath an evocative title, it's still bad. The controls, arguably quite an important part of a game where precision is key, are spectacularly chuff. Mr Frogger prances about like he's several calming Ritalin tablets behind the rest, frequently taking large unwanted steps once you've finished pressing a direction. His jump is also difficult to gauge due to the camera being thicker than Jordan, so even the very first level can see you making several extra trips as you stumble stupidly from the most generous platforms towards the pathetic, sparsely animated fish below. You can either choose to swim away and spit at them – yes, spit at them – from the land, or invoke the inevitable double jump. For these jumps, Mr Frogger inflates his throat so he may glide long distances in a slow and utterly unexciting fashion.

Even *Monsters Inc* was better. On the positive side, at least in *Frogger* you can swim underwater, but the controls are once again bigger enemies than the not-very-ravenous fish and flies above. Resistance naturally becomes bigger and tougher as the game progresses – or at least, we assume that was meant to be the impression – but it never gets any less futile. Square up to a land-based enemy and you can use several 'Frog-Fu' moves at random by bashing a button, which is neither more nor less fun than talking to the 'characters' populating the game, because zero is neither greater nor less than zero. Frog-Fu? Clever. There are 17 stages of this, stacked with hundreds of coins to collect and thousands of missed opportunities. It's not fun. Don't play it.

/ STEVEN WILLIAMS



HEY, I'M NEWT TO THIS Why did we resurrect this little water rat?

VERDICT

PSW

UPPERS	DOWNERS
- No	- It's utterly rubbish
- Really, no	- The controls are mould
- Move along now	- The visuals yodel mediocrity
- You're starting to scare us	- It's totally unexciting

GRAPHICS	- Have the appearance of a quick lash-up	4
SOUND	- Utterly predictable platform noises	3
LIFESPAN	- Less than that of a real frog on the M25	2

OVERALL SCORE 2

If only *Frogger* wasn't amphibious he could have been drowned at birth. This is not Great, not a Quest and not even really *Frogger* – it's a pointless platform game that's best avoided.

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SOLUTIONS

ALL THAT NASTY EFFORT BANISHED FOREVER – FINISH GAMES YOU DON'T EVEN UNDERSTAND IN A THRICE!

TOTAL COMMITMENT

A FUNNY THING HAPPENED TO ME ON the way to the magazine this morning. As I drove into the car park, the barrier wouldn't go up. Hmm. Odd. Perhaps I needed a key? I tried jumping the barrier but the air above it seemed solid. Just then I spotted a climbable texture (a ladder) on a nearby hut, and from there I back-flipped to a first-floor window of the *PSW* office. I shot out the glass, killed the guard and deactivated the alarm from the console nearby. After a brief cut scene with the sandwich lady I continued to the roof, realigned the aerial and sent a signal – don't ask me why – and the barrier raised! Instantly I vaulted the edge to the car below and died in a heap. I'd failed to check my health first, and had to start from home again as I'd also forgotten to save. We *won't* let this happen to you. We live games.
/ MR WILLIAMS SOLUTIONS EDITOR

STATE OF EMERGENCY 110

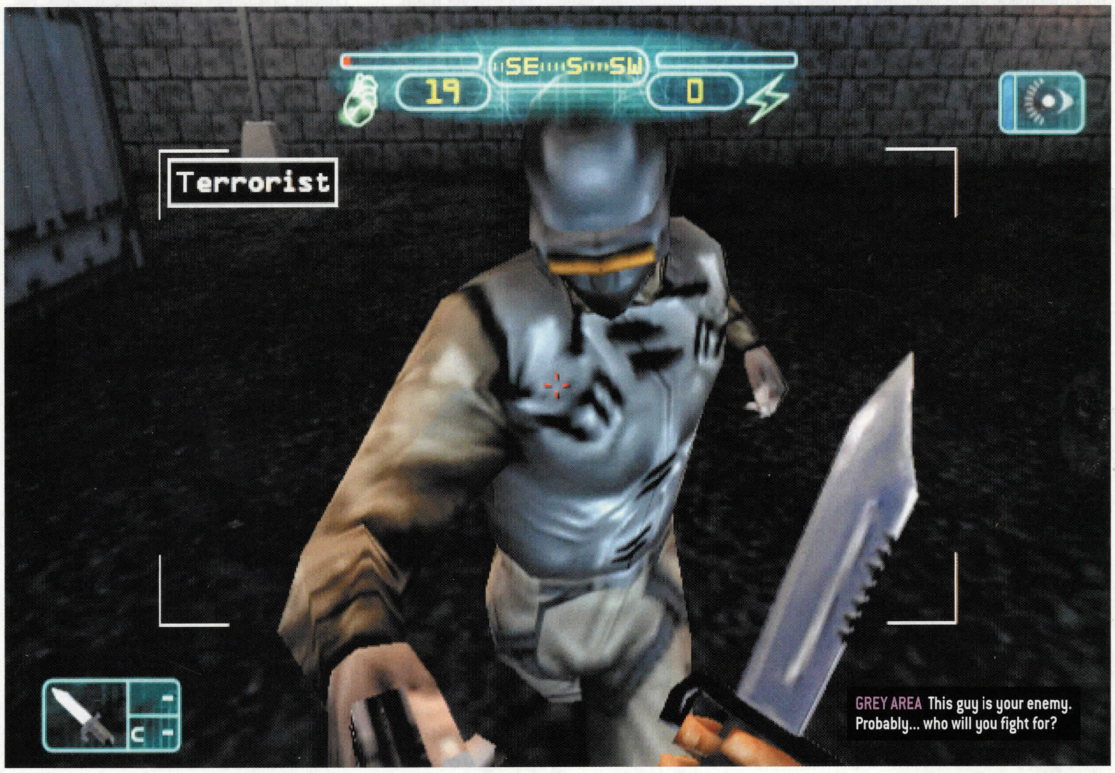
■ Murder everyone and don't die as you do it. Pass it on.

STAR TREK VOYAGER 111

■ *Elite Force*, that is. Phase them out the easy way.

VIRTUA FIGHTER 4 113

■ Slap! Fist! Kick! Is this how you're doing it? You square.



GREY AREA This guy is your enemy. Probably... who will you fight for?

DEUS EX: THE CONSPIRACY

IT MIGHT NOT BE THE BEST LOOKING THING YOU'VE EVER SEEN, BUT IT'LL BE ONE OF THE MOST INVOLVING, SO KEEP GOING. SMASH THAT SYSTEM! HERE'S HOW.

LIBERTY ISLAND

HEY, I'M BORED OF THE DOCKS. WHAT'S THE BEST WAY INTO THE STATUE OF LIBERTY?

You have two choices: either head over to the docks on the north side of the island and get the key code from the undercover agent hiding there – this enables you to shut down the security system – or you can head to the rear entrance of the statue and use the stack of metal boxes. Careful though, as you're very exposed as you climb. If you don't plan on saving Gunther Hermann yourself, we strongly recommend this course, but if you want to complete the sub-mission and receive the cash bonus, you'll have to get the code and turn off the security system. And before you go, check out the dish-equipped shed behind the Unatco building. The nano key for the floor hatch is behind the metal cabin.

I'M IN THE COMMAND CENTRE. WHAT SHOULD I SAY TO THE TERRORIST LEADER?

The big wuss has surrendered, and now you've got two choices of how to deal with him: tell him you're "Going to send him back to the people in a body bag", or take the softer line, namely "Keep talking and I'll tell the troopers to collect a prisoner not a corpse". Choose the former and he'll attack you – you're forced to take him down like the uncle-loving ho that he is. However, it leads to a dressing down by your boss back at UNATCO headquarters and means your cash reward is significantly reduced. Choose the second option and the terrorist will explain his theory about the Ambrosia Vaccine, plus a few other interesting facts!

BATTERY PARK

I'M IN! WHAT ARE MY OPTIONS NOW?

You can either a) follow Agent Navarre to the entrance of Castle Clinton (oops, little bit of politics...), b) go to the subway station and deal with the hostage situation, or c) talk to the kid hanging out on the docks (don't try this in real life). We recommend taking the third option and giving him some sweeties (you've done it now). He'll be so grateful he'll give you the pass code, letting you to open a secret entrance behind the vending machine near your start location. Behind is a labyrinth of walkways leading to the kiosk inside Castle Clinton. It's by far the easiest way in.

Once you've descended the first flight of stairs, avoid the guard and turn right. Take care here as there's a sneakily-located security camera on the wall. In the corner you'll find a grate; open it and enter the ventilation shaft. Follow this to the far end and open the grate that leads back out into the main corridor. As you emerge watch out, as a guard patrols the area around the table ahead of you. Now follow the passage past the table and into a large room full of boxes. You should notice a doorway on the left-hand wall as you enter this room; this leads to the canister of Ambrosia.

MMMM, AMBROSIA. FOOD OF THE GODS AND INCREDIBLE RICE PUDDING. NOW WHAT?

Once again you have two choices, based on whether you feel the urge to continue hanging around the docks: either retrace your steps back to where you began the mission before heading north to the main entrance of the castle, or use the nearby staircase to access the ground-level castle interior. If you take the latter option there's more killing to be done (be stealthy about it or face a war on two fronts) and some goodies to locate. Which ever route you choose, your ultimate goal is to meet up >

with Agent Navarre, who's lurking rather suspiciously outside Castle Clinton.

SO NOW THERE'S NOTHING FOR IT. I'VE GOT TO HELP THOSE HOSTAGES IN THE TUBE.
Guess what! There are two ways to deal with this situation. It simply depends on how much you value the lives of those poor innocent hostages. If you don't mind killing all the hostages you can simply enter the subway station via the main entrance, then use your sniper rifle on the explosives linked to the tripwires. Everyone in the station will be killed outright but – technically – you've completed the mission objective and can continue onwards.

However, if your conscience is nagging you to save the hostages, check out the ramshackle buildings surrounding the subway entrance. There are various entrances to the ventilation shafts, and a bit of exploration will bring you out at one of the wall or ceiling grates on the platform (floor level ones are easier). Don't worry about the steam, as it won't harm you, but *do* worry about noise or you'll alert the guards. Your tactics from here on in are up to you, but don't overlook the two EMP grenades Agent Navarre gave you if you want to disable the boobytraps.

HELL'S KITCHEN & THE WAREHOUSE DISTRICT

WHOA, I'M IN THE CITY, DUDE! SWEET! I'M SURE I WAS SUPPOSED TO MEET SOMEONE.
Leave the subway station and speak to Paul, your brother. Now head out into the streets and carefully explore – NSF guards are still patrolling, so watch out. You need to find the Underworld Tavern in the middle of town. Once indoors, speak to *everyone* for some vital information. In particular you should pay attention to a woman called Janey; she gives you the access code to a door in the warehouse, meaning you won't need to waste one of your highly valuable multitools hacking into the computer.

HOW DO I ENTER THE WAREHOUSE?
There are – yes! – two ways to do this, but the best way is to use the small basement window in Osgood & Sons. This tiny window is just out of sight and obscured by a couple of rubbish bins, but keep looking. Break the window and enter the basement. Before long you're confronted by a set of laser trip wires – these activate the ceiling-mounted chain guns beyond. Don't waste a multitool on the lasers, just shoot the TNT near the chain guns, waltz up to the next door and smugly input the code Janey gave you. You did talk to her, right? Never mind, you can always hack it.

WHAT'S THE BEST WAY TO REACH THAT PESKY POWER GENERATOR?
As you start this mission you'll receive an image showing you the location of the guards, which is essentially an invitation to a sniper rifle party. If you're low on rifle ammo, try the silent-but-deadly electro-prod so as not to alert the guards inside, as any fight here is going to be big and wasteful of health and ammo. It's also much easier to take this building from the ground up, by the way, even though you can approach it from the top.

Circumspection is absolutely key. Use the sniper rifle to shoot the barrel on the opposite side of the room, destroying the power generator, and if speed is important to you, make a rapid exit right now. As you go, turn left and then veer over to the right-hand side of the courtyard – this leads to a small alley and a ladder which takes you back to the top of a large building. From here make your way across the rooftops and onto the top of the building with the antenna aerial and the end of the mission. However, there's an awful lot of other stuff to investigate within the building, and you can fight right the way up it if you choose. Go on. You will.

BATTERY PARK & BROOKLYN BRIDGE STATION

HEY, BATTERY PARK'S FLAT! OK, BAD JOKE, AND NOW I'VE LOST MY BEARINGS.
From your starting location head over to the shanty town near the subway entrance. Here you should speak to the bums hanging around; one of them has some ammo at a good price. Go down into the subway station and you'll see a phone booth on the left-hand side – it's a secret entrance. If you don't want to waste a multitool, the code is 6653, and if you do, it's still 6653. Once you've passed through the secret door, follow the passageway to Brooklyn Bridge Station.

MY GOD THIS IS REALISTIC. THERE AREN'T ANY TRAINS. WHAT SHOULD I DO NOW?
Head to the north corner – here you'll meet Charlie, one of the station's inhabitants. He explains the water supply has been stopped and if you fix it he'll get you into the Mole People's tunnel. However, to do this you need to get to the pump room and the passageway leading here is blocked – so you need a LAM.

A LAMB? WHAT AM I GOING TO DO, THROW CHOPS AT IT?
No, a LAM, the futuristic grenade. If you have one, simply destroy the blockage and locate the two small wheels to restore the supply. However, if you *don't* have one, go to the south-east corner of the lower level and buy a vial of Zyme from the drug dealer. Then find the men's toilet on the lower floor of the station and swap the vial for Lenny's LAM. Alternatively, simply murder the tramp and thieve the explosive from his corpse.

WOW, RUNNING WATER! IT'S TIME TO COLLECT MY REWARD!
Go back and speak to Charlie. He'll tell you the code for a secret keypad under the sink in the women's toilet – 5482. Go there, use it, enter the tunnels of the Mole People...

THE MOLE PEOPLE'S TUNNELS

WHAT IF I'M CLAUSTROPHOBIC? AND THERE ARE TOO MANY GUARDS!
Tough. But rather than taking them out one-by-one, go straight for the leader. Once he surrenders he'll tell all remaining troops to stand down. To find him, turn right as you enter the tunnels and crawl along the old rail tracks. Stay low and quiet. Watch for the patrol at the end – if he sees you he'll hit the alarm. Look for a pile of cardboard boxes to the right. Behind one a brick protrudes from the wall: push it, enter the secret room and speak to the man inside.

THE NSF SCUM HAS SURRENDERED!
Grab the Nano key from the desk and head to the opposite end of the tunnel complex. Remember that none of the guards will attack you, so use this opportunity to have a good look round for useful items. At the far end of the tunnel complex you'll find two bathrooms; use the Nano key to open the locked door to the men's bathroom.

I'M IN THE PASSAGEWAY BEYOND THE MOLE PEOPLE'S TUNNELS – HOW DO I GET ACROSS THE WATER-FILLED ROOM?
You have (nooooooo!) two options: either hack the computer in the corner of the room (turning off the lasers) and leap across the platforms; or find the wall grate, climb to the water and swim through the underwater passage. However, if you haven't upgraded your swimming ability at least twice you won't make it.

THE HELIBASE

I'M AT THE HELIBASE BUT FEELING CONFUSED AND RATHER TIRED.
Locate the next canister of Ambrosia, Operative. It's in the room beyond the two main doors you entered by, but patrolling guards and cameras mean it's very secure. Don't hang around in the open, do beware the camera sneakily placed above the doors and do make for the stairs. Clear the place of guards before investigating, as it's easy to be surprised here. Try the pinball tables to access the secret room.

DOES IT MATTER HOW I LEAVE HERE?
It sure does. The lift to the east of the helipad is well guarded, so go to the computer room first (on the left hand side as you enter) and hack the cameras and guns into submission. Alternatively, you can use the drain hatch in the north-west corner without needing to do anything but avoid /murder a couple of guards. The hatch brings you to the next area by water, however, and the splashing can easily attract unwanted attention. Do you prefer this to arriving on dry land (via the lift) and dealing with far more guards? It's your call.

THE AIRFIELD & HANGER

THAT HANGER LOOKS REALLY SCARY.
Yep, and you're going to need the key. If you used the drain you should already have

KNIFE TO SEE YOU It's worth checking out the inevitable toilets (both sexes) for hidden goodies and amusing comments.

FULL TILT Operate this table near the helipad to open the secret room behind the bookcases.

it as you've already killed the guard who had it to enter the main section of the level.

If you came the other way, sneak over to the boathouse and find the blighter, but beware, as the gates make quite a bit of noise when they open. Push the button and hide, is our advice.

THE HANGER DOOR IS PROTECTED BY A KEYPAD – WHERE CAN I GET THE CODE?
It's in an unlocked box in the crew quarters on the ground floor. Don't say we never do anything for you.

WHOA, DUDE, A 747! THAT THING AS BIG AS, LIKE, A JUMBO JET! HOW DO I GET IN?
Check the table near the flight deck for the nano to open the plane's rear section, and don't miss the rifle in the small room to the right. Now head down to the very back of the plane and speak with Lebedev.

WHY, I DON'T LIKE THE CUT OF LEBEDEV'S JIB. SHOULD I BLOW HIS HEAD OFF NOW?
Hmm... you have *three* options: kill him; let Agent Navarre kill him; or kill Agent Navarre. Do the first and you'll receive a pat on the back from Unatco. Do the second and Navarre will kill him, before sending you back on the chopper. Take the third and you'll get some great information from Lebedev, but will be in *big* trouble back at Unatco. Still, we'd recommend dropping the old bag – but save before you fire and use the most powerful thing you've got. She goes mental.

SHOULD I SEND A SIGNAL TO THE ENEMY AS PAUL ASKS? SEEMS A BIT COMMIE TO ME.
Er... although the mission goal indicates that you must make a decision on this, in reality you have no option. Head to the captured NSF base and get up onto the roof. Use the electro-prod to infiltrate quietly, because if you're caught shooting your own troops people will think you're the US Army.

If you're having trouble escaping after sending the signal, take a crate to the wall on the opposite side of the building to where you found it and pre-position it as a step. This will let you escape over the rooftops double quick.

I HAVE SENT THE SIGNAL TO THE NSF. DID I DO WRONG?
No, it's fine. But now you must get back to Paul's apartment. Three agents burst in: either make your escape through the window, leaving Paul to die; or fight off the MIBs and save your brother. Is blood thicker than water? Is seawater thicker than rain? Are you thicker than all of them?

Once you've made this tough decision the NSF troops are no longer friendly – take note of your crosshair colour. When you make it to the subway (the gate code is 6282) take the train back to Battery Park. Things here, to use military terminology, have swerved severely tits up, but just submit to the inevitable and let the Unatco troops capture you. You big pansy.

MJ12 FACILITY

OH GOD, I'M IN PRISON! IS BUBA COMING?
Don't panic, there's no soap in *Deus Ex*. Simply walk over to the cell door to receive a mysterious message on your Neural Infolink. To access the other cells, locate the code after rifling the room beyond the cell corridor. If you kill the guard, don't do it in view of the camera, and don't miss the items in the filing cabinets.

WHAT SHOULD I DO IN THE MJ12 FACILITY?
Well, how about escaping? You'll want your equipment from the armoury first, however, and to check the medical rooms to either meet up with Paul or view his corpse (depending on what you did earlier). There are plenty of ways through the compound, but it's worth being as stealthy as possible and using the tunnels. Check out everything before you press it and you'll be able to engineer a horror scenario for the spods in the lab – lock them in and set the bizarre alien creatures on them. Ammunition is a precious commodity, you know. Also, beware the secretary, as she's a little bit stroppy (time of the month?) and will merrily try to kill you.

UNATCO HQ

OH GOD, BACK IN THE OFFICE AGAIN!
Never mind, keep a low profile and get to the helipad outside the base. En route you should visit Sam Carter in the armoury, Jaime Reyes in the medical area and Alex Jacobson in the computer room. All these people will be friendly towards you and help with items and info. If you head to Mr Manderly's office you'll see him talking to Agent Simons via a holographic device; listen to the conversation then viciously kill Manderly, who's a bounder and a cad. If you want to rampage through the Unatco troopers that's fine, as they're not your friends anymore and deserve it. But for God's sake, try not to bring the whole place down on your head at once.

CAN I KILL NAVARRE NOW TOO? CAN I? PLEASE? I WAS GOOD EARLIER BUT THE VOICES WON'T GO AWAY.
Yes, you can. There are two ways to execute your dastardly plan: shoot her, being careful of her detonation system as she flies to her rest in pieces, or locate and decrypt both 'kill phrases'. The first one, 'flatlander', is on Manderly's computer. The second is on Navarre's own computer and is 'woman'. Hack both computers and decrypt both parts. Now when you walk up to Navarre, JC will say the kill phrase and destroy her! Whatever method you choose, ensure that you take out *all the guards* in the immediate area beforehand. Don't forget, they can hear you and see you.

HONG KONG: MJ12 HELIBASE

HOW DO I OPEN THE FLIGHT DECK DOORS SO JOCK CAN TAKE OFF?
You're going to need the Nano key that's found in the barracks. Four troopers guard this area; you can either take them on face to face or use the ventilation system for a stealthy approach. Once you're in the crew area, head up to the raised section and pick the locker at the far end of the bunks; here you'll find the Nano key. The other lockers hold various goodies too, so be nosey and take a look if you have lockpicks (or explosives) to spare.

HOW DO I GET OUT OF THE BASE? IT LOOKS LIKE A DEAD END IN HERE.
Enter Flight Deck 1 and push the button that re-arms Jock's helicopter. He'll take off and destroy the blast doors. However, two rather nasty sentry robots are released as he does it. Either use the boxes to keep out of sight and reach the doors by stealth (hard work with two moving bots), or crush the robots under the huge aircraft lift from the safety of the control room above. Obviously, we recommend the last course of action, as these machines can inflict massive damage very quickly.

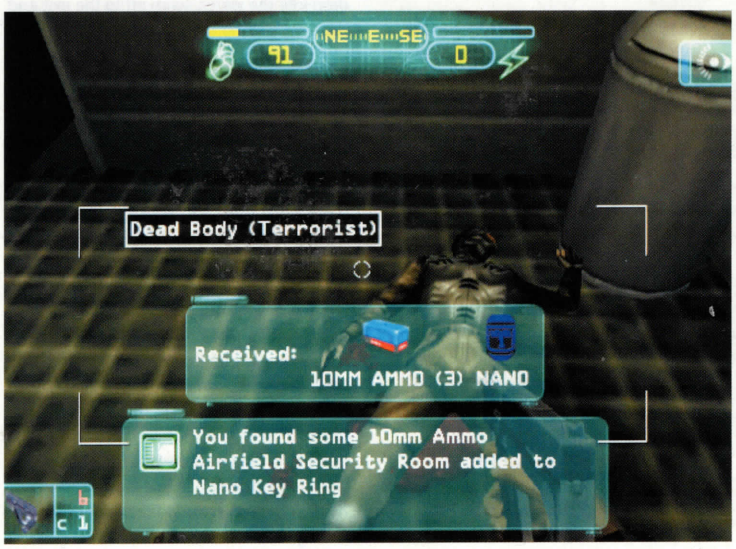
HONG KONG: MARKET

GOOD LORD, I NEVER REALISED HONG KONG WAS QUITE SO LARGE – WHERE AM I SUPPOSED TO BE GOING?
First, just explore. Talk to everyone in the market area and the Lucky Money Club – they give you some valuable information. You may even want to break into the police building if you fancy some thrills, as there are some worthwhile pickups within. Now, head to the large red compound near the flower stall in the market; talk to the Luminous Path member and hunt down Maggie Chow on Tonochi Road. Use the green signs to locate this area – you're looking for a large block of apartments, and Maggie lives on the top floor. You can use the lift if you're feeling conventional, or go through the glass roof if you're not. Beware, however, as you're dropping into a very open area and the maid will be extremely displeased to see glass and bootprints all over her nicely vacuumed carpet. Still, this is a game, and you can always shoot her in the head in retaliation.

I'M IN MAGGIE'S APARTMENT. SHALL I LOOK IN HER KNICKER DRAWER?
Your filthy mind! Don't believe Maggie – everything she's just told you is a lie! Near the main lift you should find a lamp on the wall; if you activate this you'll open up a secret passage. However, make sure you don't do it while Maggie or her maid are in the area or they'll attack (it's that crazy attack maid again). Now follow the passage past the laser beams to get to the room containing the Nano Sword. Hack the computer in the corner of the room to open the case, filch the sword and giggle like a tipsy schoolgirl.

WOW! THIS THING'S MASSIVE! I FEEL LIKE A MENTAL PATIENT IN A BURGER BAR – WHO DO I KILL WITH IT?
Return to the Lucky Money Club and head to the private area behind the bar; here you'll find a Triad board meeting in >

THIN RED LINE Don't waste multitools on this – blow up the sensors with the TNT instead. It's easier than swimming.



FOR ME?! The nano key for every lock exists somewhere. Examine, chat to or kill everything to save lockpicks.

DISABLED PARKING EMP grenades are incredibly useful against multiple bots – don't overlook the tunnels here either.

GOODBYE Force enemies to fight through a bottleneck, especially when outnumbered – open areas are deadly.

progress – watch the cut scene, and don't miss out on Max Chen's office behind. It's worth heading into the ticket office for a look at the safe, too. Finally, head back to the red compound in the market and receive the code to Tracer Tong's lab – it's '1997', for your information.

HONG KONG: VERSALIFE BUILDING

HOW DO I ENTER THE VERSALIFE LABS?
Back to the Lucky Money Club, people. You'll find the lift you need off the first flight of stairs to the basement. You'll need the code the Luminous Path chap gave you: 06288. You must access the basement research area, but you need another pass code first.

CAN'T YOU JUST TELL ME WHAT THE CODE IS? I'M NOT VERY GOOD AT THIS GAME.
Of course you are! Hey, there are *many ways* to get it. Amazing! Find Mr Hundly on the second floor and you can buy the code for a staggering 2000 credits. Alternatively, kill him for being so cheeky, head to the second floor and hack one of the terminals. Once you're into the system, select the option to create a temporary account. Don't ignore the workers, either, as they'll help. Oh all right, the code is 6512. But it won't do you any good.

I'VE MADE IT INTO THE BASEMENT. SHHH! I THINK THERE'S SOMEBODY ELSE HERE
Find the computer with the ROM encoding for the Nano Sword technology in a large circular room at the end of a long corridor. Then use the lift in the centre to access the computer and download the ROM encoding to Tong's lab. SAVE before you do this, as your life is going to become very difficult – if you want to explore any other areas do it first, perhaps setting up LAM booby traps near the explosive barrels as you return. Once out, head back towards the flower stall (where you originally met the member of the Luminous Path) and enter the red dojo opposite Tong's compound.

VERSALIFE FACILITY

WHERE'S THE BACK ENTRANCE TO THE VERSALIFE BUILDING?
It's at the north end of the Canal Road tunnel (you'll know when you've found it, as you'll see the police trucks from an earlier incident). Enter the maintenance room with the code Tong gave you and find the grate in the wall, before climbing into the ventilation shaft behind. Locate the datacube on the floor of the next small room – this contains the password for the next door and allows you to avoid an MJ12 trooper and security bot. Lower the walkway, hack the console beyond and turn off all the cameras. Soon after you'll come across a terminal from which you can upload the virus schematics to Tong.

WHAT SHOULD I DO AFTER I'VE KILLED MAGGIE CHONG?
You killed Maggie Chong? Oh my god, everything's *ruined*... oh no, wait. That's what you should do. Next, stroll casually over to the computer in the middle of the large room and activate the UC destruction mechanism. Once you've done this, two security bots appear on the other side of the room. Ignore them and leap into the pit, as they're really just a waste of bullets. In the pit you'll find four large tubes that serve the Universal Conductor; three are filled with poisonous liquid, while the fourth is filled with water – look at the colours before diving in. Green is poison, clear is water. Climb the ladder to the clear one and drop into the water, swim off to the exit and head for tea and crumpets at Tong's.

NEW YORK: HELL'S KITCHEN

I'M ON THE ROOF OF THE 'TON HOTEL AND I THINK I'VE GOT VERTIGO.
Head down the fire escape and get into the hotel through the window, back into Paul's room. Check the kitchen shelves for drinks and food – sadly there's no minibar. In the lobby of the hotel you may witness an argument between the owner and his daughter – her boyfriend may also turn up and things will turn sour. However, if you've already shot him dead in the alley he's unlikely to show up at all. Wherever you meet him, deal with the hood quickly if you want to help or he'll shoot the girl. Now head to the Underworld Tavern and grille Harley Filben for information. While you're there, also make sure you talk to the guy sitting at one of the tables, as he'll give you info that'll make getting into the naval yard much easier.

WHERE THE HELL'S STANTON DOWD?
This good old boy is standing in the ruins of Osgood & Sons. You'll find him near the wall on the right. It's a bit of a confusing building though (it's burnt out), but you should be able to find the sign broken on the floor in front of it.

I'VE SPOKEN TO DOWD. WHAT NOW?
Well, troopers are closing in from all sides, so equip your bestest weapon and head out *quickly*. Make a run for the 'Ton Hotel – use the main entrance if you find the ladder tricky (positioning a small metal crate underneath it helps a lot). Beware the increased security and the remorseless security bots – have an EMP grenade ready in case things kick off. Run back to Paul's room and out onto the roof for an airlift from Jock in his big black whirlybird.

BROOKLYN NAVAL SHIPYARD

IN THE NAVY, CAN I SAIL THE SEVEN SEAS?
No. But if you spoke to the guy in the Underworld Bar you'll know about his friends on the gate, and they'll let you in. It also means you won't have to avoid people until you breach the inner compound. Once inside, look for a large yellow crane, as this represents your way in.

LOOK, THERE'S A HUGE CONTAINER SHIP IN HERE! AND THE DOOR'S ONLY SMALL... HOW DID IT GET IN?
Look, it's probably like a ship in a bottle or something. Inside the hanger you'll notice a large crane carrying a steel girder. Use the nearby lift to access the controls of the crane to swing the girder over as a bridge if you don't want to get wet. Be very careful – the guards here are all armed with sniper rifles and being seen is a very bad idea.

THE BELOW-DECKS NANO KEY. WHERE?
It's in the captain's quarters. Anything else?

WHAT SHOULD I DO WHEN I GET TO THE LOWER DECKS?
Here you must destroy the four tri-weld seams and reverse the pump flow. All locations are clearly marked on the map Stanton Dowd gave you. If you're out of LAMs or rockets you can always position a TNT crate to destroy the seams, but make sure you're a safe distance away. Note also that one of the welds is particularly well hidden, but trust the map and do a bit of climbing and you'll be OK.

NEW YORK LOWER EAST SIDE: CEMETERY

WHAT SHOULD I DO IN THE CEMETERY NOW THAT GRAVE ROBBING IS SOCIALLY FROWNED UPON?
This level is short and very simple. From the start, push the button and wait for the grounds keeper to open the gate. Once inside, head into the cemetery and then down into Dowd's family crypt. You'll find your man standing in the left-hand corner of the room as you enter. At this point you'll gain more valuable information from Stanton, and if you found the Ambrosia on the last level you should give this to him now as a kind of lovely gift.

After the conversation finishes head back to the surface. However, as you emerge into the cemetery you'll notice that MJ12 troopers have set up a number of guard posts. Take out the two that stand near the entrance to the crypt then quickly dash over to the gatehouse. If you activate the picture on the rear wall it opens a secret room and reveals the EMP disturber. Destroy this and quickly dash over to the waiting helicopter before more troopers appear on the scene and attack.

PARIS: DENFERT ROCHEREAU & THE CATACOMBS

HOW DO I GET OFF THE ROOF AND INTO THE STREETS OF PARIS?
We hate to sound repetitive here, but you have two ways to do this: either drop down the unfinished stairwell or use the service elevator. If you choose the latter option you must find the code for the keypad, so if you're in a rush just take the stairs. By now you should be used to checking each area carefully – there's just so much useful stuff lying around.

OK, I'M OFF THE ROOF AND IN A DISUSED BASEMENT! I THINK I HURT MY ANKLE BUT I'LL BE FINE! WHAT SHOULD I DO NOW?

Once you're in the basement of the derelict building you meet with a woman called Aimee, who tells you that the code for the sewers is 0001 and that four mutant creatures are lurking down there. Now go down the stairs, grab the hazmat suit and equip it before running across the radioactive gas filled room – don't hang around as the effects of the radiation drain your energy very quickly. On the far side of the radiation room you'll find a bot who can recharge your bio energy. What a lovely bot. Maybe this is Kylie's one that we keep hearing about? Now use the code from Aimee to open the door and join your mind in the sewers.

AFTER EXITING THE TUNNELS I FIND MYSELF IN AN ENCLOSED COMPOUND. WHAT SHOULD I DO NOW?

Three patrolling MJ12 troopers guard the compound you emerge into, so watch your back as you climb out of the sewer drain. When the coast is clear, leap out and make a dash for the safety of the shadows. Now pick off each of the three guards as one of them holds the Nano key enabling you to enter the Catacombs. We recommend using the sniper rifle and going for headshots. If you time your shots correctly you should be able to take out each guard without alerting the remaining troopers – proving you have the silencer mod fitted to your rifle, of course!

After killing all three guards, search their bodies to find the Nano key. Before entering the catacombs take a moment to head into the Metro station nearby, as here you meet a guy who wants the troopers taken out. Tell him you've already done this and he rewards you. Now head over to the locked door opposite the Metro Station, open the door and enter the catacombs.

HOW CAN I FIND MY WAY AROUND THE CATACOMBS – AND WHERE'S THE SECRET BUNKER?

Your first task is to find the Data cube that holds the map. You'll find it at the bottom of the stairs that lead from the compound to the catacombs. With map in hand, head down into the labyrinth of tunnels.

The secret bunker is where a group of rebels called Silhouette are hiding from MJ12. Look at your map and find 'Bunker 1' – this is the hidden base (not very well hidden if its on the map, is it?). When you first reach the position indicated on the map it looks like a dead end, but look carefully and you should notice a small brick poking out of the wall – push this and the secret bunker opens. Head inside and talk to the leader, Chad. Hello, Chad!

WHERE ARE THE CAPTURED MEMBERS OF SILHOUETTE BEING HELD? YOU'LL TELL ME, OH YES, IN THE END YOU'LL BEG TO...

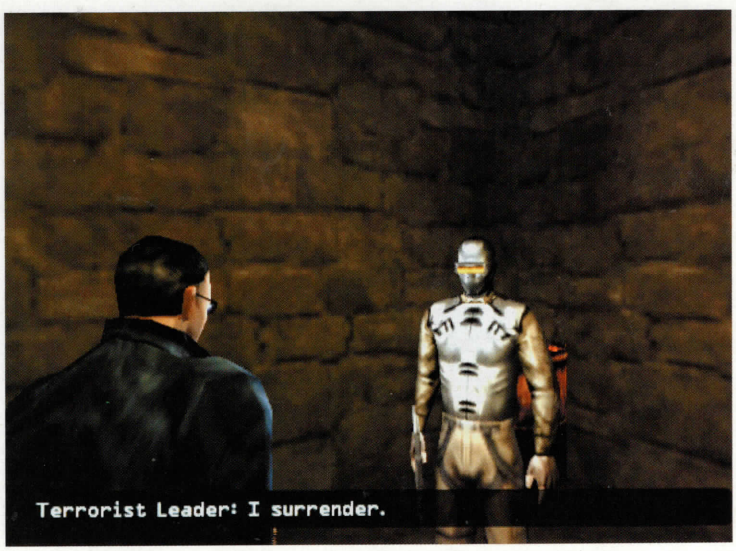
Riiiight. You'll find the prisoners in the MJ12 bunker. To save them, head north from Silhouette's HQ, using the Nano key to open the blast door. The password for the security system in the MJ12 section of the catacombs is Ragnarok and the login is Hela; this enables you to access MJ12's computer system when needed.

As you approach the MJ12 base you come to a wooden cross resting against a wall. If you look behind the cross you'll see a hole in the wall, through which you can access the MJ12 bunker and bypass the defence system. It also means you can make a surprise attack on the waiting troopers. With the troopers dead, head to the rear of the MJ12 bunker and pick up the Nano key for the sewers – you'll need this later. Now release the hostages and make sure they get back to Silhouette HQ safely. With this done, speak to Chad before going to the sewer door and using the Nano key.

PARIS UNDER MARSHAL LAW

AS I EMERGE FROM THE SEWERS, FILTHY AND STINKING, WHERE SHOULD I GO?

You must go to the club that lies on the other side of town. You're sure to be a hit with the ladies. This may sound easy (the first bit) but MJ12 have a high presence in this area. Stay in the shadows and don't make contact with *any* troopers unless you *have* too. If you try to approach the club from the front, you're simply asking for trouble as seemingly billions of troopers guard this route. The front of the club has a huge pink neon sign outside – you can't miss it. But you should.



AH, THERE YOU ARE You see, cunning and stealth are rewarded in this game. Now kill him anyway, you maniac.

OK I'M IN THE NIGHT CLUB – WHERE IS NICHOLETE DUCLARE? AND CAN I GET A DRINK OR WHAT?

You can indeed get a drink, but you'll surely have noticed by now that it dangerously messes up your vision, leaving you vulnerable and severely pissed. There are more useful things to have in your inventory space, so get rid of all that Forty, soldier! But have you also noticed that dropping ten or fifteen items at once leaves them stacked up in an amusing pillar? Anyway – make sure you talk to everyone in the club, then head up to the second floor and find a girl dressed in pink – this is Nicholete DuClare (although she won't admit it yet). She tells you to head to the back of the club. To get through the back door you're going to need to either pick the lock or, if you don't have the required skill, steal the Nano key from the paying booth. The only way into the booth is through the ventilation system, so look out for a grate on the lower level of the night club.

PARIS: CHATEAU DUCLARE

WHAT AM I LOOKING FOR IN CHATEAU DUCLARE ? SHALL I TRY LOOKING FOR KNICKERS AGAIN?

No! Stop with the knickers already! Your goal is to find the Nano key to the basement, as this is where you'll find Beth DuClare's secret office. The Chateau is unguarded, but you'll need the Nano key to get into Beth DuClare's room: find it behind a vase on the upper landing.

WHERE CAN I FIND THE NANO KEY TO THE BASEMENT?

The Nano key is found in a hidden section of Beth DuClare's bedroom. On the wall opposite the bed you'll see a painting; if you activate it, it moves to reveal a secret compartment and the key to the basement. Once in the basement, look for a lamp to the rear. Swing up and down on it to reveal a hidden area. Follow this passageway and use a knife to smash away the boards leading to the upper level; here you'll find Beth DuClare's secret computer terminal. Use the login and password you got from the Chateau and then send the message to Morgan Everett.

I'VE SENT THE MESSAGE TO MORGAN EVERETT. I EVEN PUT LITTLE KISSES ON THE END. WHAT NOW?

The secret passage to the Knight's Templar Cathedral runs from the DuClare crypt in front of the house. A stone-walled maze leads to the crypt and two MJ12 troopers guard it – snipe those mofos out silently (or tranquilise them if your conscience is knocking) or face a mass ruck. Follow the sewer-like tunnel until you reach a ladder – this brings you to the outskirts of the Cathedral.

PARIS: KNIGHT'S TEMPLAR CATHEDRAL

HOW DO I REACH THE CATHEDRAL ITSELF?

A metal gate blocks the route, but you can either pick the lock or stack up the nearby >

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metal boxes and jump over. Inside the grounds, follow the wall on your left; this leads to a small armoury protected by a glass window. If you break the window, the MJ12 troopers will be alerted, so the best tactic is to smash the glass then retreat into the stairwell opposite and pick off the soldiers one at a time.

With the troops dead, grab the loot and continue to follow the path to the Cathedral. You'll pass a Metro Station on your left – remember where this is, as you'll need to head back here at the end of the mission. As you approach the Cathedral you'll be given a map of the grounds, which is essential if you want to get inside unseen.

SANCTUARY! SANCTUARY! LET ME IN, I PROMISE I'LL LEAVE THE COLLECTION PLATE ALONE!

Look at the map and locate the 'Monks Quarters'. There you'll receive a message from Tracer Tong, who tells you about the wooden fence. Climb up and get onto the roof; from here you can smash the windows and drop into the cathedral. Ah, Sacrilege. Fantastic.

APART FROM WEEING IN THE FONT AND SNAPPING JESUS OFF THE WALL, WHAT SHOULD I DO ONCE INSIDE?

You must find the MJ12 computer. Head to the gold vault first and use a multitool to disable the laser wires and enter the vault proper. Here you'll find a repair bot and a security terminal. Turn off the cameras and turrets. Your next port of call is the computer room: this is the locked door near the gold vault.

WHAT'S THE BEST WAY TO KILL GUNTHER HERMANN?

When you enter the computer room (the Fountain of Wisdom) you're attacked by Agent Hermann (if he's still alive) who's still bearing a grudge since you killed Agent Navarre. Stroppy git. He has a flame-thrower for this battle which makes close combat tough – especially with the rather choppy frame rate. Still, keep your distance and take him down: it can be done. But watch out for the explosion after you've killed him.

I'VE KILLED HIM AGAIN. WHO'S NEXT?

Hold on, Killer. Use the computer terminal to establish a System Uplink for Morgan Everett and complete the mission goal. Retrace your steps to the Metro Station, head down onto the platform and meet up with one of Morgan Everett's sidekicks. He tells you that he must knock you out to take you to Morgan's house. You have a choice of answers, but it makes no difference as he renders you unconscious anyway! Still, you can probably kill him later anyway and get him back for it.

SOMEWHERE IN PARIS: MORGAN EVERETT'S HOME

WHAT SHOULD I DO ONCE I ARRIVE AT EVERETT'S HOME?

First go and speak to Morgan in his lab. After you've finished yapping, open up the two canisters and grab the Augmentation upgrades inside. Now explore Everett's house thoroughly as there are many secrets hidden here if you look hard enough – too many for us to really detail here, and anyway, you should be more than proficient by now at finding these things. The lack of guards leaves you free to rummage as you will.

When you're ready to leave, head to the roof and talk to the mechanic. He seems nervous. We hope your super-agent senses are twitching here... talk to Everett about the guy and you'll find he's an impostor, so go back to the roof and relieve him of his mortal soul ASAP. Tell Jock about it before you board, and Jock will then find and disarm the bomb the imposter had planted. Good job you murdered him, eh? Rather strangely though, if you don't do any of this and just get in, the chopper doesn't blow up anyway – crap bomb!

VANDENBURG COMMAND CENTRE

WHAT'S THE BEST WAY TO DEAL WITH THE MJ12 DEFENCE BOTS?

You have... we can hardly bring ourselves to say it... two ways to do this. You can either take them both out yourself with well-placed LAMs or rockets, or you can bring the X-51 scientists' own bot defence system back online and let them do the job for you. We'd go for the latter option every time as it requires much less fighting, meaning the frame rate stays up and you stay feeling frosty. However, to bring the these machines back online you need to power up two back-up generators first. There's always a catch, isn't there?

LET'S BE NUMERICAL ABOUT THIS. WHERE'S THE FIRST BOT BACK-UP GENERATOR?

This smashing piece of oddly high-tech equipment is outside and to the west of the main building. From the rooftop carefully drop down to ground level using the sides of the building to break your fall. Then head west, taking care to avoid contact with the troopers. You're looking for a large yellow machine near a set of huge pipes.

AH-HA! BUT WHERE'S THE SECOND BOT BACK-UP GENERATOR?

The second generator is inside the facility. It's best to locate the side entrance, as the main door is guarded by two MJ12 troopers and two smaller defence bots. Use a couple of lock-picks to open the door and *carefully* slink your way in. Use the grate to access the lobby of the building. Move carefully through the lobby – don't make too much noise or the trooper outside will hear you. Past the lobby you enter a room with two troopers and an MIB – you must take them out to proceed! However, you're given a little help with this task. See the TNT crate in the middle of the room? Shoot this as the three hostiles approach and you'll take out both MJ12 troopers and severely damage the MIB – stay on your toes and finish the MIB off. Now go to the far end of the room and through the door on the left to find the second back-up generator. Again, use the code 5868 to bring it back online.

OK, THE POWER IS ON, BUT I'VE BEEN VERY CONFUSED. I'D LIKE TO CARRY ON, BUT IT'S THE KILLING, IT'S MADE ME... I'VE BEEN VERY CONFUSED. I'M SURE I WANT TO CARRY ON. WHAT SHOULD I DO NOW?

Not long now, old chap, and this strange nighthorrormare will end. Head outside into the main courtyard directly in front of the main building. Here you find two buildings: one a communications room (which cannot be entered at the moment) and the other a hanger, where the two (friendly) military bots are to be found. Sneak over to the hanger (take care not to avoid the opposing force near the lobby entrance), enter it and release both bots. You can now sit back and watch as the X-51 scientists' bots take out all four of the MJ12 bots and the two troopers guarding the main door! Die, scum, die and burn on daytime television!

OH GOD, THEY'RE ALL DEAD. I THINK I'M TRAUMATISED. NO WAIT, I ENJOYED IT. WHAT CAN I DESTROY NOW?

The communications room across from the hanger is now open, so go over and speak to the man inside. Use the hatch to the rear of the building to enter a tunnel that leads to the command centre. Follow the tunnel until you find a large yellow machine. Open the nearby control panel and reset the button marked '1'; this opens the door ahead and enables you to enter a room filled with radiation.

Quickly dash across this room and exit on the other side – with luck you'll have a hazmat suit to hand. In the next room you find a movable platform you must raise to reach the passageway opposite. Drop down into the room below to find the controls, then use the stairs to climb back up and dash across the platform. On the other side you find a dead scientist and the Nano key to the command centre.

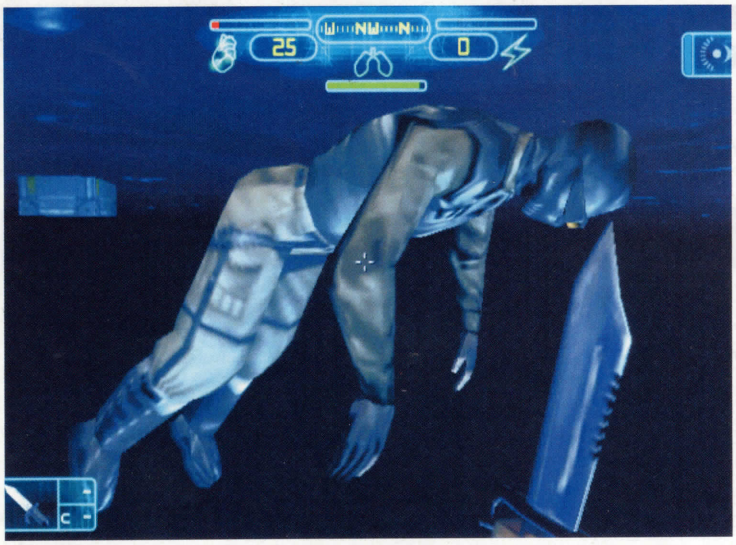
WHERE IS THE COMMAND CENTRE OF WHICH YOU SPEAK, AND WHAT SHOULD I DO UPON MY ARRIVAL THERE?

The entrance to the command centre is on the second level of the main building. Once inside, locate Gary Savage and talk to him, perhaps complimenting him on his dress sense and lack of odour. Now uplink the computer in the command centre with the Milnet network. To do this, go into the room with electrical sparks jumping around it. On the back wall you find a junction box – bypass this with a multitool to stop the damaging electrical bursts.

Next, use the lift on the opposite corner to reach the second level. Here you're up against more electric sparks, so once again work on the junction box to bypass it. Now stalk majestically over to the computer and use the password of Tiffany and the login of Gsavage – these will automatically be used if you've located the necessary documents nearby, obviously. Finally select the option

BYPASS PROTESTERS Don't hog those multitools, use them! But check every option first – there might be a better way.

GET IN THERE Upgrading your computer skills lets you really meddle with the security systems. Useful indeed.



UNDERWATER LOVE The bastards will even jump in and swim after you – and your guns won't work. Use the knife.

to uplink the computer with the Milnet network and give yourself a pat on the back. No, go on, you deserve it.

ABANDONED PETROL STATION, SOMEWHERE IN CALIFORNIA

HOW DO I GET TO THE ABANDONED PETROL STATION SOMEWHERE IN CALIFORNIA? AND WHY DO I WANT ABANDONED PETROL?

From the starting location you'll see a locked door to the left – this leads to the petrol station, but first you need to get the key. Just past the locked door you meet up with three bums standing around a barrel. Talk to the guy and he gives you the key.

ANY TIPS FOR SAVING TIFFANY? IT SEEMS ONLY POLITE.

The most important thing to remember when trying to save Tiffany is that if you're discovered, the MJ12 troopers will kill the girl within a few seconds, so all your stealthy, brainy skills will be put to the test now. As you approach the building holding Tiffany you must take extra care, as when you reach the door you have one option: storm the building. Dash into the room and take out both guards quickly. They won't have a chance to kill the girl, so cock a snook (warning: this is illegal in some American states) and leap into Jock's helicopter to exit the mission.

SUBMARINE NAVAL BASE

I DIDN'T KNOW SUBMARINES HAD NAVELS. HOW DO I REACH THE URV MODULE?

Dive into the water to the right of your starting location. There are a number of guards patrolling this area, so take care. You cannot use any of your guns underwater so go for the crossbow or knife. If you swim to the southern side of the underwater base you'll find a locked door which can be either picked or bombed to gain entrance.

Once inside, take out the MJ12 trooper before he can activate the alarm – you don't want reinforcements to rush the area. Now follow the metal walkway, taking out the patrolling trooper as you do so. In the next room you find a computer terminal you can use to access the URV room and turn off the cameras.

WHERE CAN I FIND THE SCHEMATIC THAT GARY SAVAGE NEEDS TO COMPLETE A UNIVERSAL CONSTRUCTOR?

Once in the Ocean Lab use the first computer terminal you find to turn off the cameras and machine turrets in the next set of rooms. The login for the security terminals is Oceanguard and the password is Kraken (very droll) – this'll come in very handy as you make your way through the base. The route you need to take is protected by another locked door. Use a couple of mutlitools to open it.

From here you find yourself in a large caved area. Another door guarding the target location is found here and the key to this is held by a huge mutant – you're only advised to take on this beast if you don't have enough lock-picks available to hack the door.

Now follow the passageway until you reach a lift. Use it and head along the passageway at the bottom to reach a group of laser wires. If you have one, use an EMP grenade to disable this obstacle. If you have none, you'll have to use a lock-pick to open the nearby grate and crawl past the obstruction.

In the next room you come up against a massive Spider-bot – this can be destroyed, but it's easier to avoid it, and at this stage you need to save as much precious ammo as you can! You'll see why soon... Now activate the bridge to access the room you seek. To do this use the password MJ12 and the login Skywalker. You're now able to approach the computer terminal and access the schematics that Savage requires – if you don't have the required skill to hack the terminal, use the same password and login as before.

HOW DO I STOP THE MISSILE LAUNCH AT THE SILO? SURELY IT WOULD BE BAD IF THIS PRONG LANDED ON SOMETHING?

Watch out for guard dogs patrolling the area after you access the doors. Head southwest until you find a small building, a guard post. Burst in and take out the guards that are chatting inside, then grab the key to the main gate. Now use either the lift or the staircase to reach the lower floor. At the bottom you need the code 8456 to open the blast doors. You also need the login and password for the computers in this area, which are Elder and Armageddon respectively. Once you reach the missile silo itself, use the lift to access the floor that holds the computer controls. Here you should select the 'Abort' option (no, really, trust us on this) and stop the launch. From here, access the computer to the left with the login and password supplied earlier and then select the option 'Initiate New Launch'.

HOW DO I GAIN ACCESS TO THE AREA 51 BUNKER AND GET PAST THE BLAST DOORS FOR THE NORTH OF THE HELIPAD? HOW?

You need a number of items to complete this mission. Enter the building marked 'Command 24' to find the tower key. The login for the Area 51 computer and security systems is A51 and the password is xx15yz – you'll find this information in a nearby cube. Once through the blast doors take the passageway to the right; restore power to the lift from the power room. Now follow the left passageway and use the lift to access the Area 51 bunker.

WHAT HAPPENS INSIDE THE AREA 51 BUNKER? DOES IT INVOLVE PROBING?

At this stage you're contacted by three different people via your infolink: Morgan Everett, Tracer Tong, and the Artificial Intelligence Helios – and all of them want your help. Here you must choose which person you want to help – each gives you a different ending.

HOW DO I HELP MORGAN EVERETT?

To help Everett you must kill Bob Page but keep the Area 51 facility intact. Locate four blue-fusion reactors and use the code to deactivate each one. Once you've deactivated the final reactor, Bob Page is no more, and all that remains is to use the lift to return to the upper floor of the bunker and enter the control room. Here simply push the button to complete the game.

ALTERNATIVELY, HOW DO I HELP TRACER 'PETE' TONG GET HIS WAY?

To help Tong you must find the coolant room that's on the ground floor of the facility and flush the system. Then go back to Sector 3 of the bunker and activate the fail-safe switch at the bottom of the reactor. Once you've pushed the fail-safe button, go up to the control room and push all of the switches there. If the mechanic tries to stop you, put a bullet in his brain and complete the game.

BUT WHAT IF I CHOOSE HELIOS?

First find the maintenance area, near the fusion generator on the upper level of the bunker. There you find a datacube with the code allowing you to enter the room housing the computer routers: activate each router in turn until all are online. Now access the terminal, select the option to engage the Primary Router and skip gaily back to Sector 3, specifically the Aquinas Hub. Use the lift to reach the upper level and then simply walk toward the Helios AI to complete the game. That's it. Finito. End.

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C-12 Final Resistance
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Cricket 2002
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Dead or Alive 2
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Digimon World
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ISS Pro Evolution
J Bond: Agent Under Fire
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LMA Manager 2002
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Metal Gear Solid 2
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MX 2002
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Resident Evil
Resident Evil 3: Nemesis
Resident Evil: Code V. X
Robot Wars
S Palmer's Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 2
Simpson's Road Rage
Smackdown! Just Bring It
Smugglers Run 2
Soul Reaver 2
Spy Hunter
SSX Tricky
Star Wars: Jedi S'fighter
Star Wars: Star Fighter
State of Emergency
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The Mummy Returns
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mini TIPS

HERE AT PSW WE LIKE TO MAKE YOUR LIFE EASIER. WE CAN'T WRITE YOU A NOTE FOR PE, BUT WE CAN DO CHEAT CODES.

STATE OF EMERGENCY

A MESSAGE WILL CONFIRM CORRECT CODE ENTRY FOR ALL THE FOLLOWING, EXCEPT THE NORMAL CHARACTER CHEAT.

NORMAL CHARACTER
Press R1, R2, L1, L2 and ◎ during play.
Alternatively, press R1, R2, L1, L2 and □ during play.

INVINCIBILITY
Press L1, L2, R1, R2 and ✕ during play.

UNLIMITED TIME IN KAOS MODE
Press L1, L2, R1, R2 and ◎ during play.

MISSION SKIP
Press ◀ (x4) and △ during play.

ALL WEAPONS
Press L1 (x2), R2 (x2) and ✕ during play.

YOU GOT THE RIOT STUFF It's handy to be invincible during civil unrest.

21 SECONDS TO LIVE So Solid Crew's street gig got a bit rowdy.

NO, TONY, NO... Harrow, Friday night; PSW staff told about the extra issue.

UNLIMITED AMMUNITION
Press L1, L2, R1, R2 and ◎ during game play. You cannot be holding a weapon for this to work.

ALL WEAPONS
Press L1 (x2), R2 (x2) and ✕ during play.

MISSION SELECT
Press L1, L2 (x3), L1 and ✕ during play.

DECAPITATING PUNCHES
Press L1, L2, R1, R2 and □ during play.

SMALL CHARACTER
Press R1, R2, L1, L2 and ✕ during play.

BIG CHARACTER
Press R1, R2, L1, L2 and △ during play.

LOOTING ON THE RISE
Press R1, L1, R2, L2 and △ during play.

UNLIMITED KAOS MODE TIME
Successfully complete all Kaos levels in arcade mode.

UNLOCK BULL
Press ▶ (x4) and ✕ during play in Kaos mode. Alternately, successfully complete the East Side level in Revolution mode to unlock Bull in Kaos mode.

UNLOCK FREAK
Press ▶ (x4) and ◎ during play in Kaos mode. Alternately, successfully complete the Chinatown level in Revolution mode to unlock Freak in Kaos mode.

UNLOCK POLICEMAN
Hold L1 then press R2 (x2), L2 and R1 during the game.

UNLOCK SPANKY
Press ▶ (x4) and △ play in Kaos mode. Alternately, successfully complete the Mall level in Revolution mode to unlock Spanky in Kaos mode.

CHINATOWN LEVEL
Score 25,000 points in the Capitol City Mall level in Kaos mode.

EAST SIDE LEVEL
Score 50,000 points in the Chinatown level in Kaos mode.

CORPORATION CENTRAL LEVEL
Score 100,000 points in the East Side level in Kaos mode.

LAST CLONE STANDING LEVELS
Successfully complete the three minute and five minute versions of a level to unlock the Last Clone Standing version of that map in Kaos mode.

GET HEAD
Enable the "Punches decapitate" code then punch and kill someone. Pick up his or her head to use it as a weapon.

DESTROY BUILDINGS
Use any and all explosives to your advantage. Rocket launchers, grenade launchers, and even molotov cocktails can be used to blow up buildings. When throwing an item into a building, face a window directly and it will go right in. Destroying buildings is where the big money is at.

DEFEAT ATO GUARDS
While in Revolution mode, drop your weapon before moving past an ATO guard. They will ignore you if you're not causing problems and have no weapon. You can usually find another weapon replacement later. And that's your lot for *State of Emergency*.

THE MORON MAJORITY Let's get those PSW left-wing communist tree huggers.

STAR TREK: VOYAGER ELITE FORCE

ALL THE FOLLOWING CODES MUST BE RE-ENABLED ON LOADING OR ON ENTERING NEW AREAS.

FULL AMMUNITION

Press START to pause the game, then hold R1 and R2, and press SELECT to restore the ammunition of the currently selected weapon. You'll know if it's worked, as a female voice will say "Impressive" to confirm correct code entry.

UNLIMITED AMMUNITION

Press START to pause the game, then hold L1, L2, R1, R2, ●, and press SELECT. As before, a female voice will say "Impressive" to confirm correct code entry. Resume play and your ammunition will read 999.

ALL WEAPONS

Press START to pause the game, then hold L1, L2, L, R1, R2 and press SELECT. A female voice will say "Impressive" to confirm correct code entry. Are you spotting a trend here? Yes, she says that for all the codes here. Press ◀ or ▶ to cycle through the weapons.

AUTO TARGET MODE

Press START to pause the game, then hold L1 and L2, and press SELECT. A small text message will appear in the upper left corner of the screen once the game is resumed that displays the status of this cheat.

REFILL ARMOUR TO 100

Press START to pause the game, then hold L1 and R1, and press SELECT.

UNDYING MODE (999 HEALTH)

Press START to pause the game, then hold L1, L2, R1, R2 and press SELECT. A small text message will appear in the upper right corner of the screen the game is resumed that displays the status of this cheat. You can still take damage with this code.

GOD MODE

Press START to pause the game, then hold L1, L2, R3, R1, R2 and press SELECT. Guess what the female voice says to confirm correct entry? No, don't write in. It was just a joke.

ARCTIC THUNDER

ATOMIC SNOWBALLS	■, ■, ■, L1, ● and START at the Mode Select screen.
BOOST MODE	●, R1, R1, ●, R2 and START at the Mode Select screen.
CATCH	●, ■, ●, ●, ■ and START at the Mode Select screen.
CLONE MODE	L1, L2, L2, ●, L1, ● and START at the Mode Select screen.
GRAPPLING HOOKS	●, ●, L2, ●, ●, L1 and START at the Mode Select screen.
HARD MODE	●, ■, ●, ●, ■ and START at the Password screen.
INVISIBILITY	■, ●, R2, ●, ● and START at the Mode Select screen.
NO DRONES	■, ■, ●, ●, L1, R1 and START at the Password screen.
NO POWER-UPS	■, ■, ●, ■, R2, ■ and START at the Mode Select screen.
RANDOM POWER-UP LOCATIONS	R1, R2, ■, ●, R1, R2 and START at the Mode Select screen.
ROOSTER MODE	R1, R2, L2, L1, ■ and START at the Mode Select screen.
SNOW BOMBS	●, ●, R1, R2 and START at the Mode Select screen.
SUPER BOOSTS	●, L1, ■, R2, ■, L2 and START at the Mode Select screen.

REMAIN ON AN ARTIC ROLL Stick in a few of these cheats and you'll receive thunderous applause.

ARCTIC CHUNDER The loudest artic thunder since Michael Palin gobbled his can of Stay Fresh tinned vindaloo.

PIRATES: LEGEND OF BLACK KAT

REVEAL ALL BURIED CHESTS ON MAP
While holding R1 and R2, enter ○, ✕, □, △, L1, R3, L2, L3 and R3. All of the hidden chests will now be marked on the Captain's Log Maps with a green X.

HELIUM MODE
To make the speech squeaky, hold ↓ R1 and R2, then press R3, ○, SELECT, ✕, R3, △, L1, □, L2 and L3.

UNLOCK INFINITE ITEMS
Once you discover an item this cheat code will ensure you have an unlimited supply. Hold R1 and R2, then enter △, L1, SELECT, L2, R3, L3, □, ✕, R3 and ○.

INVULNERABILITY
Enter the following cheat code and Katarina won't take any damage: hold R1 and R2, then press ✕, ○, L3, △, R3, SELECT, R3, L1, L2 and □.

UNLOCK KATARINA'S NEXT SWORD
This cheat code will change your current sword into the next available sword. While holding down L1 and L2, press R3, SELECT, L2, L3, □, ✕, L1, ○, L3 and △.

UNLOCK KATARINA'S SECRET COSTUMES
Go to the main menu and on controller one hold L1, L2, ←, SELECT and L3. At the same time on controller two hold R1, R2, △, SELECT and R3. If successful the game will play the secret costume music. Use R3 to view the many different costumes.

UNLOCK THE HEAD OF KANE
This will make the head of Kane (from *Command & Conquer*) appear when the character is poisoned. Hold R1 and R2, then press △, L2, L1, □, L3, ✕, L3, ○, R3 and SELECT. The code will take effect after travelling to another map.

GET RICH QUICK
To obtain lots of doubloons, hold R1 and R2, then press △, R3, L1, □, ✕, R3, SELECT, L3, ○ and L2.

UNLOCK SSX MUSIC
To hear the music from *SSX* (also by Electronic Arts) find the slope in the Glacial Gulf. While holding R1 and R2, enter L1, ✕, △, L2, □, ○, L3, SELECT, R3 and L3. Slide down the slope and the tune will play.

INVINCIBLE SHIP
To make the Wind Dancer invincible, hold R1 and R2, then press SELECT, △, L1, ✕, R3, L2, □, R3, ○ and L3. Now your ship will take no damage.

UNLOCK THE GALLEON
Hold R1 and R2, then press L2, △, R3, L3, ✕, □, R3, SELECT, L1 and ○ to unlock the Wind Dancer Galleon. Then sail away into the sunset.

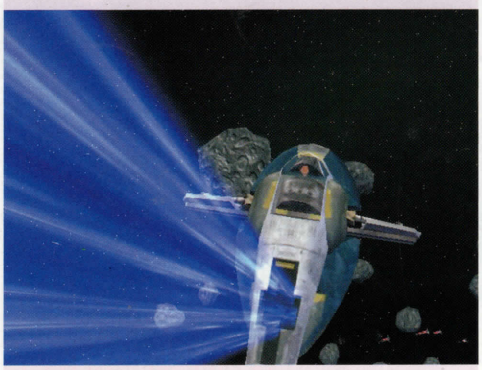
STAR WARS: JEDI STARFIGHTER

IF YOU'RE FINDING THE FORCE ISN'T STRONG ENOUGH IN YOU, THEN YOU CAN ALWAYS TURN TO THE DARK SIDE. IN REAL TERMS, THIS MEANS SELLING YOUR REPUBLIC MEMBERSHIP AND ADORNING A BLACK CLOAK. OH, AND ADDING A DARTH BEFORE YOUR NAME. BUT IN GAMING TERMS, ALL IT MEANS IS TO TYPE A MEASLY CODE INTO YOUR DARTH PS2.

INVINCIBILITY
Enter **QUENTIN** at the Password screen to make yourself untouchable to sharp objects.

TURN OFF DISPLAY
Enter **NOHUD** at the Password screen to remove the display and rely solely on your Jedi powers.

FLY-BY MODE
Enter **DIRECTOR** at the Password screen.



CHEAT WELL YOU SHALL Become as strong as Yoda. But without the chat.

SOFTWARE DEBUGGING Mr Moskeeto and his best pal, Mr Malaria.

MR MOSKEETO

AVOID THE SWAT TEAM WITH THESE CHEATS.

MOTHER MOSQUITO
Hold L1 and press ←, →, ↓, ↑, □ (x2), R1 (x3) at the character select screen. A shout will confirm correct code entry.

FATHER MOSQUITO
Enable the "Mother Mosquito" code. Then hold L2 and press ←, →, ↓, ↑, □ (x2), R2 (x3) at the character selection screen. And yes, a shout will again confirm correct code entry.

TWO-PLAYER MINI GAME
Here's how you get to the secret two-player game. Hold → and SELECT on controller two after turning on the PS2. Press □ to move forward, ✕ to jump, and △ (when the power meter is full) to do a super attack.

FREQUENCY

IT'S ONE OF PS2'S MORE ODD GAMES, BUT IF THE JOY OF MAKING MUSIC IS BEING ECLIPSED BY THE PAIN OF THE RESULTING SOUND THEN IT'S PERHAPS TIME TO CONSIDER BECOMING A BIG FAT CHEAT. AFTER ALL, DJS NOW USE BEAT COUNTERS AND SAMPLERS IN MIXING, SO WHY CAN'T YOU USE THESE NUGGETS?

FREE POWER-UPS 'ENABLE CODE'
Press ↑, →, ←, ↓, ↓, ←, →, ↑ at the title screen to enable codes in the game.

FREE AUTOCATCHERS
Press ↓, →, →, ↓, ← for each autocatcher. This must be during gameplay, without pausing.

FREE MULTIPLIERS
Press →, ↓, ↓, →, ← for each multiplier. This must be during gameplay, without pausing.

DOWN THE TUBES Ride the rollercoaster and make analogue squelches.

SOLDIER OF FORTUNE

IT'S GOT HEADS FALLING OFF. AND YOU STILL WANT MORE?

GOD MODE
At the Objective screen, press and hold L2, L1, R2, R1, ●, then press ■.

INFINITE AMMO
At the Objective screen, press and hold R1 and ●, then press ■.

HEAVY WEAPONS WITH AMMO
At the Objective screen, press and hold L2, R2 and ●, then press ■.

STANDARD WEAPONS
At the Objective screen, press and hold L1, R1 and ●, then press ■.

INVISIBILITY
At the Objective screen, press and hold L1, R2 and ●, then press ■.

ZERO GRAVITY
Press SELECT while playing and L1, L2, R2, ■ and ●, and then START. Repeat to disable the code.

BALLBREAKING Shoot people and watch things fall off. If you must.

VIRTUA FIGHTER 4

OLD WIN POSE #1
When a created character has reached the Nikyuu rank (Level 2), they'll gain the "Old Win Pose 1". To view the pose, press and hold the Punch, Kick and Guard buttons during the replay.

OLD WIN POSE #2
When a created character has reached the Sandan rank (Rank 3), he/she will gain the "Old Win Pose 2". To see the new win pose, during the match replay, press and hold the Punch and Kick buttons.

PLAY AT DURAL'S STAGE
Take a created character to Koutei rank or Taitei rank and it will become available.

FIGHT AS DURAL
To fight as Dural you must first beat her in Kumite mode. She'll then become available in the Versus game.

VIRTUA FIGHTER (1) CHARACTER MODEL
Select a created character that is shodan (Beginning rank) or above, press and hold the Punch and Kick buttons until the round starts.

GET TRAINING STAGE #1
To play here in Versus mode, have a created character reach Shodan (beginning rank).

GET TRAINING STAGE #2
To play here in Versus mode, have a created character reach Godan (rank 5).

GET TRAINING STAGE #3
To play here in Versus mode, have a created character reach Haou (Monarch rank).

BAD GIRL Famous Harrow black belt Cutlack with a deadly spank.

SUNNY GARCIA SURFING

IT PASSED BY LIKE THE MEMORY OF A BEAUTIFUL LADY THAT YOU WERE TOO SCARED TO CHAT TO IN A BAR WHERE EVERYONE LOOKED BETTER THAN YOU. IF YOU'RE ONE OF THE TWO THAT BOUGHT IT, HERE YOU GO.

UNLOCK ALL SURFBOARDS
Press and hold L1 and R1 at the title screen, then press ■, ●, ▲, ■, ●, ■, ■, ● and ✕.

UNLOCK ALL SURFERS
Press and hold L1 and R1 at the title screen, then press ■, ●, ▲, ▶, ●, ■ and ■.

WATER LOAD OF SH**E This is called the surf. It involves riding the waves.

SUNNY SIDE UP This is called the air. It involves riding the clouds.

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Artist – Tune – Order code

:: Chart Hits

Kylie Minoque/In your eyes.....161767
Pink/Get the party started 161756
Shakira/Whenever Wherever 161772
Nickelback/How you remaind me 161769
Lasgo/Something 161770
Westlife/World of our own 161773
R Kelly/The world´s greatist 161771
S Club 7/You 161774
Alanis Morrisette/Hands clean.....161768
No Doubt/Hey Baby.....161766
A1/Caugth in the middle 161765
Alicia Keys/Fallin` 161718
Afroman/Because I got high.....161711
S Club 7/Have you ever.....161727
Enrique Iglesias/Hero.....161759
Giant Robot/Helsinki Rock City 161111
Britney Spears/Overprotected 161762
Christina Milan/Am to pm 161754
Daniel Bedingfield/Gotta get thru this 161730

Sophie Ellis Bexter/
Murder in the dancefloor.....161761
Stereophonics/Handbags&Gladrags 161758
Kate Winslet/What if.....161731
Ja Rule Feat.Ashanti/Always on time 161764
Iio/Rapture 161725
Will Young/Anything is possible/
Evergreen 161775
Creed/My sacriface 161776

:: Most Popular

Linkin Park/In the End 161183
Darude/Sandstorm.....160229
Usher/You remind me 160441
Ian van Dahl/Castles In The Sky.....160725
Shaggy/Angel 160257
PPK/ResuRection 161710
Dj Otzi/Hey Baby 161698
Atomic Kitten/Whole again 160379
Blue/All rise 160512
Alien Ant Farm/Smooth Criminal.....161693

P. Diddy and the Family/
Bad Boy for Life.....161694
Eminem/Stan.....160325
Bomfunk MC´s/Freestyler 161014
Mary J Blige/Family Affair 161696
Kylie Minogue/
Can't get you out of my head.....161692
Blue/If you come back 161722
Bomfunk MC´s/Super Electric.....161716
Eminem/Stan.....160325
Jennifer Lopez/Aint´it fun 160495
Anastacia/Paid my dues 161751
Robbie Williams/Nicole Kidman /
Something stupid 161729
A1/Take on me 160030
Crazy Town/Butterfly 160699
Madonna/American Pie 161594
Muse/Muscle Museum 161459
REM/Shiny happy people 160266
The Beatles/Penny Lane 161585

Guns N´ Roses/Sweet Child ´O Mine 160021
Lenny Kravitz/
Are you gonna go my way 160543
Limp Bizkit/Take a look around 161406
Red Hot Chili Peppers/Californication 160707
Rolling Stones/Satisfaction 160236
Suede/She is in fashion 160968

:: Themes

- / Futurama (TV) 161713
Star Trek: The Original Series (TV).....160327
Star Wars (Movie)/Throne room 160075
Mission Impossible (TV) 161421
Bob The Builder.....161643
Simpsons (TV) 160280
Harry Potter (Movie).....161705
Beverly Hills Cop. (TV) 160562
Halloween (Movie).....161077
Men behaving badly (TV) 161400
Pink Panther (Movie).....161596
Love And Marriage (TV)/Love and Marriage .161634

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:: New

PLAY MY.....180019
BUNNIES.....180035
BOMB.....180059
FIRE.....180083
A DOG.....180041
LOVE METER.....180049
BROKEN HEART.....180026

SLEEP.....180057
SMILE.....180094
VIRUS DANGER.....180091
KNOC.....180001
PHONE LOCK.....180083
TITANIC.....180086
JUMP.....180013

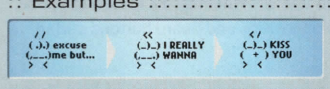
:: Most Popular

SEXBOMB.....180067
SESSION.....180069
SEX.....180089
BLOW.....180033
SUCK MY.....180034
HANDS FREE.....180021
BIGBOOBS.....180003

:: Other

PIG SEARCH.....180061
GOOD NIGHT.....180030
BODY.....180004
HEY YOU.....180018
CRUISING.....180044
PRESS DOWN.....180062
HAPPY BIRTHDAY.....180023

:: Examples



EXCUSE ME 180038

KISS 180063

::LOGOS::

Compatible Phones to receive Operator Logos: NOKIA 3xxx, 402, 5110 (new model), 5130, 6090, 6110, 6130, 6150, 6210, 702, 7110, 8210, 8810, 8850, 9110, 9210

Order code

:: New

:: Most Popular

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:: New

:: Most Popular

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2. Send the message to number **8810**

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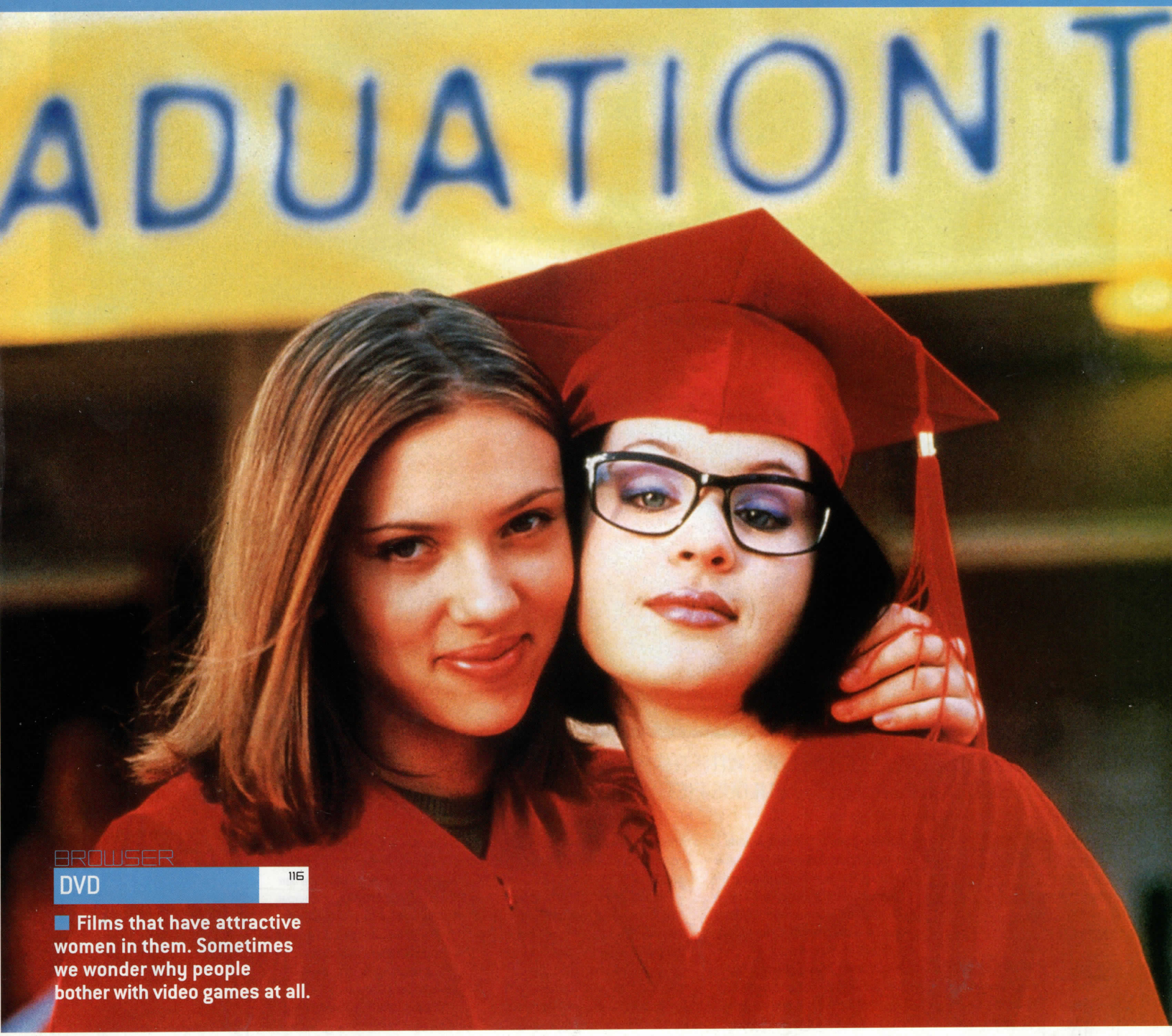
BROWSER

BLAH BLAH BLAH FILMS, BLAH BLAH BLAH GADGETS, BLAH BLAH BLAH PRIZES, BLAH BLAH BLAH CHARTS BLAH BLAH PARTIES.



BROWSER
DVD 116

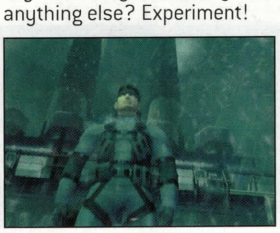
■ **Films that have attractive women in them. Sometimes we wonder why people bother with video games at all.**

BROWSER
UPGRADE 121

■ Four labour saving devices to make you glad you weren't born 100 years earlier.

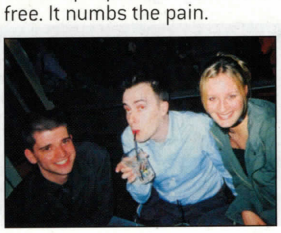
BROWSER
CHARTS 122

■ Probably still *GTA3* and *Max Payne*. Don't you kids buy anything else? Experiment!



BROWSER
UNDERCOVER 124

■ Sometimes we go out, drink, assault people and fall over for free. It numbs the pain.



BROWSER
DISTRACTIONS 126

■ Win some crap promotional tat that we wouldn't waste our energy on putting in the bin.

BROWSER
ESSENTIAL 50 128

■ A total of around £2000 to own the 50 best games. Your bank manager will understand.

GHOST WORLD (2001)

WE HAVE ABSOLUTELY FALLEN IN LOVE WITH THORA BIRCH'S CYNICAL AND DOUR ENID IN THIS HUGELY FABULOUS PICTURE. LIKE, TOTALLY.

- **Starring:** Thora Birch
- **Director:** Terry Zwigoff
- **Certificate:** 15
- **Type:** Comedy drama
- **Distributor:** MGM
- **Price:** £19.99

"IF HE'S SO WEIRD why is he wearing Nikes?" It's questions and statements of comedic subtlety such as this that permeate the nether place that is *Ghost World*. It's *Slackers* with soul.

Enid (Birch) and Rebecca (Scarlett Johansson) are high school grads at war with a world they view as dull, commercial and insipid. The picture watches as the pair take a cocky juvenile swagger through an urban sprawl sparsely populated by freaks, weirdos and losers. The characters they encounter are exaggerated, but never beyond the boundaries of plausibility. And it's this honesty that infuses this youthful piece with an unexpected maturity.

A meeting with a lonely vinyl obsessive (Steve Buscemi) causes friction between the two femi-chums as Enid develops a fascination with him, while Rebecca finds herself less enamoured with their counter-culture lifestyle and more concerned with getting a job and a flat.

And indeed it is Enid's, or more accurately Birch's film. Her anti-mundane, no compromise crusade is beautifully played. Even as her strongest friendship becomes derailed, you get the sense that Enid's wild intelligence forces her to continue swimming against the tide of social banality – Starbucks, ersatz-retro diners, sports obsessed jocks, unsubtle, mindless music – which has enveloped her town. Any free-thinking young hep-catz of today will, as they say, relate.

And men of thinking beware! For to see Thora Birch in this picture, is to love her. Looking a little like Joe 90's sister and with the attitudinal vibes of a Janeane Garofalo/Daria hybrid, her furious cynicism is just so attractive that you'll want to snare a snarling indie-grunge-bombshell of your own.

It's funny too. The Greeks may have invented democracy, but as one character points out, they also invented homos. It rocks, totally.

8

EXTRAS Deleted scenes, music video, featurette, trailer.

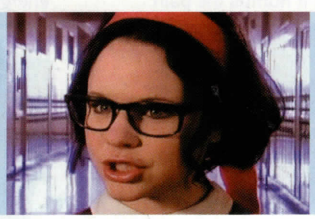
6

COUNTER CLOCK

01:02:45 **Pop corny**
Enid's miserable demeanour is completely opposed to what is required in her one job working in a cinema. Her sarcastic but truthful repartee with the patrons does not go down particularly well with either the cinema goers or her bubble-brained jock-boss. Needless to say her position flogging hotdogs is brief.

EXTRAS, EXTRAS!

DELETED SCENES
Little bits and bobs, which for reasons of length or story flow were removed from the final cut. Here, Buscemi's flogging records. But obviously we prefer the bits with lovely Thora more.



FEATURETTE
A decent enough bunch of chatting heads extolling the virtues of making the film. Unsurprisingly the best is the hyper-sexy pout machine that is Birch. We just really like her, alright? Like *really*.

TRAILER
It's 8.27am. You're late for your train to work. But you're gulping down a dirty coffee and the first aggressive tab of the day, and getting your daily quick-fix of Thora with this teaser. Well, we do.

MIMIC (1997)

- Starring: Mira Sorvino
- Director: Guillermo del Torro
- Certificate: 15
- Type: Horror
- Distributor: Buena Vista
- Price: £17.99

Multi-legged, bug-eyed B-movie barbarity here, as giant cockroaches living in the subway beneath Manhattan morph into human form and, well you know, kill people and stuff. There's some silly ass preamble about a disease, spread by cockroaches, which is combated by Dr Susan Tyler (Sorvino) and her new species of predatory insects – but you're mostly just waiting for a latex suited chap to bowl up and shake his antenna angrily. That said, the effects do sadly look a little creaky. Going from Woody Allen's *Mighty Aphrodite* in 1995 to this two years later couldn't have done Sorvino's cultural standing any good. However, the picture was reasonably well received among those with a penchant for mondo-ridiculousness, by-numbers acting and big rubber insects. There's little to say other than if the previous criteria appeal to you, *Mimic* is unlikely to disappoint.

5

EXTRAS **Theatrical trailers.**

1

DEAD POETS SOCIETY (1989)

- Starring: Robin Williams
- Director: Peter Weir
- Certificate: PG
- Type: Comedy drama
- Distributor: Buena Vista
- Price: £15.99

Gentle, sensitive stuff. This tale of American boarding school life broke new acting talent and gave Robin Williams the chance to show he could act too – before he evidently signed a contract to only appear in pictures where he's a blubbering bitch. Centred around student Todd Anderson (Ethan Hawke) the yarn follows a bunch of friends enriched by the inspiro-patter fed to them by tutor John Keating (Williams). So much so that they temporarily (or some perhaps permanently) shirk the starched regime of Ivy League schooling for an experimental foray into poetry, art and grabbing life by the nuts. This leads to pleasurable discovery but ultimately tragedy. A tad on the wet side, but at the very least it delivers those viewers privy to a humbler Comprehensive education a handy and unforgettable Latin phrase.

7

EXTRAS **Rough takes, trailer scrapbook, Alan Splet tribute, John Seale's masterclass...**

7

GHOSTS OF MARS (2001)

- Starring: Natasha Henstridge
- Director: John Carpenter
- Certificate: 15
- Type: Thriller
- Distributor: Columbia Tristar
- Price: £19.99

When the words "John Carpenter's" precede a movie title you can be sure of one thing. If the following word/s are not *Halloween, Escape from New York, The Thing, They Live, Assault on Precinct 13* or *Dark Star*, it's going to be shit. It's the same here. Revisiting the territory exploited first in *Assault on Precinct 13*, Carpenter delivers a laser-soaked frag 'em up compete with numerous Slipknot-style, multi-pierced mutoids getting offed. On Mars. With cockney spaceman Jason Statham. And chainsaws. And cops using their guns in a baseball bat style even though they've still got ammo. And prisoners. And a sort of ghostly force. And bad jokes, bad acting, bad script, bad effects and bad story. It's like loads of pissy Mars movies you've seen before. Only rubbisher.

3

EXTRAS **Director's commentary, video diary: Red Desert Nights, special effects deconstructions, featurette: scoring Ghosts of Mars.**

6

DVDINSIDER

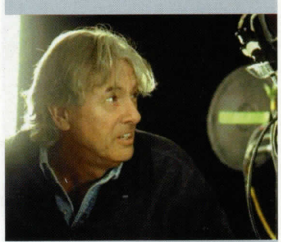
OFFCUTS FROM THE FETID CARCASS OF FILM

/ BOXERS SEEING STARS

Filming is due to begin this month on *Against the Ropes*, a boxing movie that's hoping to cash in on *Ali*'s success and starring... er, Meg Ryan. Shooting begins in Cleveland, the area legendary promoter Don King is from, so obviously rumours abound that his story is somehow going to be involved in it all.

/ PANTHER POWER

Wesley Snipes seems more than happy to do *Blade 3* – so long as he doesn't do *Black Panther* first. The latter would be another excursion into the currently popular world of comics, with Snipes as T'Challa, king of the African Wakanda, fighting crime by night in a really tight cat costume. Are superheroes merely clothes fetishists? You ask them. No, you ask. Go on.



/ NO ROBO FOR THIS COP

Shooting will start in the autumn on Paul Verhoeven's *Azazel*, a screen adaptation of Boris Akunin's first novel in his popular series of detective thrillers, set in mid-19th Century Russia. Heath Ledger, Angelina Jolie, Meryl Streep and Rutger Hauer have all been linked to the $50m project.

/ OH GOD NO

Arnold Vosloo of the appaling smash hit *The Mummy Returns* has been approached about a further sequel. Vosloo, who played Lord Imhotep in both movies, confirmed that producer James Jacks has contacted him about reprising the part. Should the moneyspinner come together, shooting on the film – sure to be an even dumber and paler version of *Indiana Jones* than ever – would start next summer.

DVDINSIDER

MORE BITE-SIZED PASTIES FASHIONED FROM ACTING

/ TAKING THE MICHAEL

Perhaps it was only a matter of time. First there was the original series, *Knight Rider*. Then there were two TV movies and a follow-up series called *Team Knight Rider* (which was beyond bad), and now *Knight Rider* is set to hit the big screen. David "I'm big in Germany" Hasselhoff will be the film's executive producer and may take a small part, but the main role of Michael Knight will no doubt go to someone less... you know, less shit. Just for the record and to get you in the mood for the eagerly awaited um... 2004 scheduled release, here's the speak-a-long-an-intro voiceover from the original opening credits – we suggest adopting your growliest 40 B&H a day voice for that authentically gruff tone.

"Knight Rider. A shadowy flight into the world of a man who doesn't exist. Michael Knight, a young loner on a crusade defending the innocent, the helpless, the powerless in a world of criminals that operate above the law."

/ SAM RAIMI SPEAKS

On the prospect of *Evil Dead 4*? "...I'd like to do it now. Bruce Campbell is just the best, and they're so funny to do. I like horror movies, and with Bruce, they're just the biggest fun."

On the inevitable *Spider-Man 2*? "I've just signed on to do *Spider-Man 2* actually. We haven't yet got a story so I haven't actually thought about what actors I'll use though. I love Spider-Man. I'm into him. And Bruce Campbell will have a role in *Spider-Man 2* as well."

And on the Twin Towers trailer? "My second unit director shot some great stuff for the teaser. It was the bit where *Spider-Man* tangled the crooks in the snagged helicopter and weaves a web for them between the Trade towers. I was hoping to use it in the movie, but I didn't feel it was appropriate after September 11. I did however keep every other scene of The Twin Towers in the movie."

HARRY POTTER AND THE PHILOSOPHER'S STONE (2001)

- Starring: Daniel Radcliffe
- Director: Chris Colombus
- Certificate: PG
- Type: Fantasy
- Distributor: Warner
- Price: £22.99

They were the first non-film/TV spin-off children's books to become a publishing phenomenon for many years. So they reversed the process. Hence this hugely marketed roll out of Brit-thesps and the global adoration of an unknown lad with a basin haircut. Things take a while to get started with much of the picture used to scene set. You get the feeling that they were trying to cram in too much of the book, although aficionados seem convinced it's true to the original prose. There is a modicum of excitement, but it remains more a lunch box/sticker/anatomically correct doll seller than a serious film – though it is validated mostly by its old-school Boy's Own charm. One feels that if children are growing up with Potter, at least it keeps them away from mobile phone heists, alcopops and glue.

6

EXTRAS **Trailers, unseen footage, director and producer interviews, games, DVD-ROM functions...**

7

ROUND-UP

ALSO OUT THIS MONTH...

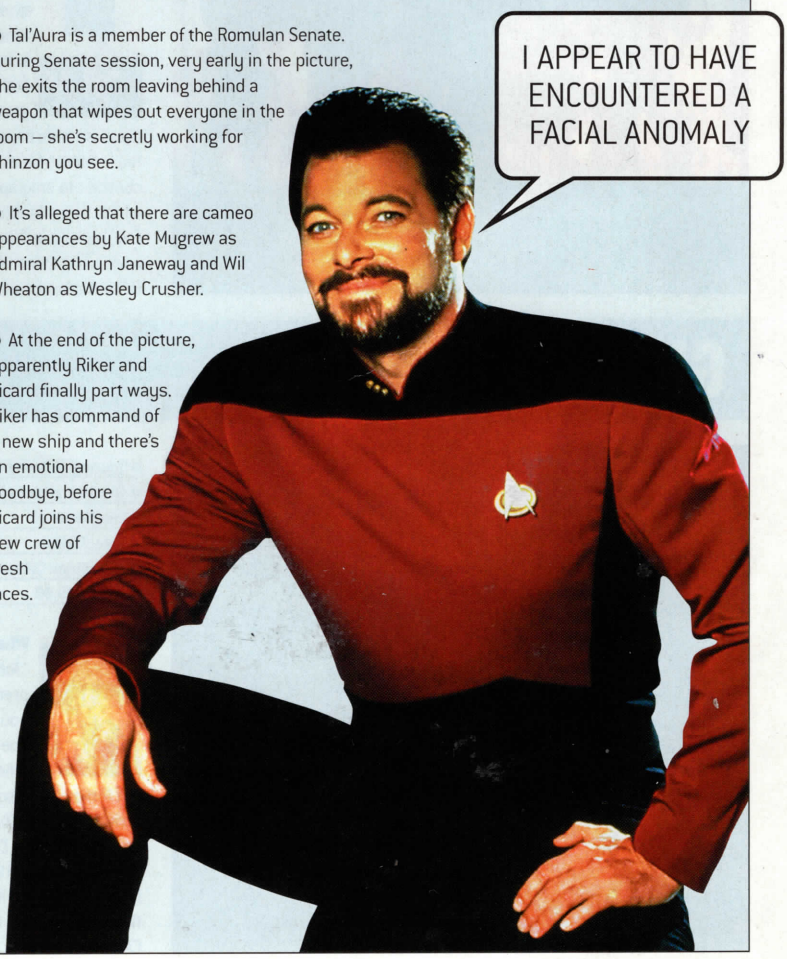
MARYLIN MANSON: GODS, GUNS AND GOVERNMENT Mr/Mrs Manson turns up the weirdness in chase of the disaffected teen vote, recently annexed by Eminem in this LA show recorded last year. **THE GREAT ESCAPE SPECIAL EDITION** Yes, we've all seen it so many times, but it remains utterly cool and utterly classic. Fantastic extras, too. **GLITTER** Thinly-veiled Mariah Carey (aarrgh!) biopic starring Mariah Carey (aarrgh!) as a thinly veiled Mariarggghhh Carey (aarrgh!). Utter, vomitus bilge. **HEIST** The ever-watchable Gene Hackman joins Danny DeVito in this convoluted crime thriller. **THE WAR ZONE** Nails yack-fest as Ray Winstone forces evil daddy-love upon his mentally scared daughter.

STAR TREK: NEMESIS SPOILER ZONE!

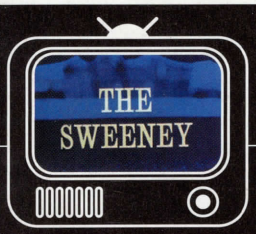
THE LATEST CINEMATIC STAR TREK VOYAGE IS WARP SPEEDING ITS WAY INTO EXISTENCE. IT SHOULD ARRIVE IN THE UK EARLY 2003, EARTH TIME. LET'S HOPE THEY DON'T MAKE IT SO SO.

THE PSW WEB HOUNDS HAVE BEEN SNIFFING out details, and they've turfed up the entire script for the forthcoming flick. So for those that don't think it's *Star Wars*' poor relation and admire the saccharine way in which it deals with contemporary issues in a futuristic setting (step forward Pierce, Cutlack and Foley) here's a bunch of spoilers that we believe to be fairly accurate. As usual with *PSW*, don't read if you don't want to know!

- At the beginning Riker and Counsellor Troi are getting married, but the Enterprise is diverted for a surprise mission to the planet Romulus.
- It turns out that long-time enemies of the Federation, the Romulans, have decided to open peace talks that will lead to a much wanted unity in the galaxy.
- However, when the Enterprise arrives, it's faced with a huge threat, one that could lead to the destruction of planet Earth. Picard also meets his most dangerous adversary ever, and his personal nemesis.
- The nemesis of the title (it's rumoured) is a clone of himself called Shinzon, originally enslaved to the Romulan sister planet of Remus after a previous plot to replace the real Picard with the clone ran aground 25 years before the events in the movie.
- Apparently an early prototype of Data appears in the flick, identical in appearance and called B-9.
- Tal'Aura is a member of the Romulan Senate. During Senate session, very early in the picture, she exits the room leaving behind a weapon that wipes out everyone in the room – she's secretly working for Shinzon you see.
- It's alleged that there are cameo appearances by Kate Mugrew as Admiral Kathryn Janeway and Wil Wheaton as Wesley Crusher.
- At the end of the picture, apparently Riker and Picard finally part ways. Riker has command of a new ship and there's an emotional goodbye, before Picard joins his new crew of fresh faces.



DVD.TV NO.1 THE SWEENEY



BECAUSE TV INTO DVD WILL GO (AND BECAUSE WE WERE BORED OF THE GAFFES). IT'S CLASS TV SHOWS ON DVD. AND IT'S PINK. LOOK!

STARRING The recently deaded John Thaw and the recently still alive Dennis Waterman.

RAN FROM 1975-1978. There were 53 episodes and a couple of spin-off movies.

ABOUT? Revolutionised the cops and robbers genre on British TV. A massive departure from lovely *Z-Cars* and *Dixon of Dock Green*, *The Sweeney* was the show the word 'gritty' was designed for. Depicting a London of gargantuan flapping shirt collars, unearthly Windsor knotted kipper ties and sawn-off-violence, the keep-it-real vibe was massively popular with audiences. With memorable tough talk – "We're The Sweeney, Son, and we haven't had our dinner" – Jack Regan (Thaw) and his sidekick George Carter (Waterman) bowled about dishing out fist and boot-based justice, kicking birds out of bed and swigging warm scotch from desk drawers.

BEST MOMENT? Any of the numerous occasions where Regan roared at a pant-and-bra-clad sort to get out of bed and get the kettle on.

THEME CHOON A rollicking rhythmic bang-along with a blasting brass section belting out the 'Der der derrr, der, der derr' bit. Kids in the 70s were inclined to sing "The Sweeney, The Sweeney..." even though it never said that.

WHAT THEY DOING NOW? Sadly Thaw passed away on 21st February this year after a long battle against cancer. He'd become iconic in the role of the more sedate law enforcer Inspector Morse. Waterman went on in the 80s to star as Terry McCann in the hugely successful *Minder*, as well as having a daughter (Laura in *Eastenders*). He unfortunately also appeared in some piss sit-coms. Rumoured is a new *Minder* series with Waterman taking Arthur Daley's role.

WHAT CAN I BUY? There will soon be four 'best of...' DVDs. *Bank Jobs* and *Car Chases* are out now, *Diamond Geezers* and one other, as yet unnamed, follow soon.

BIRDS! "Get your knickers on and get me warm Scotch!"

BRIEFCASES 'N' BOOZE! "I've got the warm Scotch, Lads!"

GUNS! "Get me half a bottle of warm Scotch, NNNAH!"

QUE?

SWEENEY CAMEOS INCLUDE...

GEORGE COLE Pre-Arfah, the Colester cropped up as a computer crime business man. **BRIAN BLESSED** The big beardy took on the role of a crooked businessman. **JUNE BROWN** *Enders*' Dot Cotton popped up as the mother of a small time crook. **DIANA DORS** 'The big unit' appears in one episode as an old battle-axe mother. **RICHARD GRIFFITHS** Big Uncle Monty from *Withnail* cropped up as a dodgy shopkeeper. **KARL HOWMAN** He of *Brushstrokes* popped his head in as a tearaway youth accused of muggery.

WORLD OF SUAVE NO.14 THE MANCHURIAN CANDIDATE (1962)

INFUSE YOUR THINK-CELLS WITH THESE CINE-GEMS AND PONCIFY YOUR ALREADY FEY LIFE.

- **Starring:** Frank Sinatra
- **Director:** John Frankenheimer
- **Certificate:** 15
- **Type:** Thriller
- **Distributor:** MGM
- **Price:** £19.99

SINATRA? IS THIS A RAT-PACK THING?
Hardly. It's a satirical thriller, with Sinatra in a downbeat role as Bennet Marco. Laurence Harvey played Raymond Shaw, the real protagonist. Both return from the Korean war, with Shaw due to pick up a medal of honour.

LOVELY. THEY'RE ALL HEROES. WHAT OF IT?
Marco's been having nightmares, and finds that at least one other soldier is suffering in the same way. Is Shaw really the hero he's been made out to be? And why does Marco seem to remember Shaw strangling him?

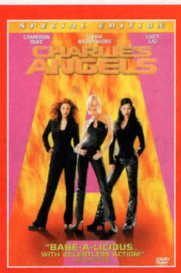
I DON'T KNOW, WHY?
This was made in 1962 America. Anti-communist hysteria was rife, and fears about brainwashing were deep seated. Ideological infection was often represented as a real infection, but *The Manchurian Candidate* gets right to the heart of the matter.

SAY: "Isn't it about time Soderburgh remade this?"

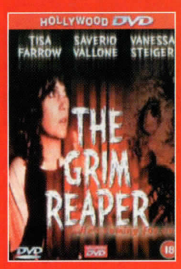
DON'T SAY: "Wouldn't Adam Sandler be perfect as Shaw?"

HAPPY SHOPPER?

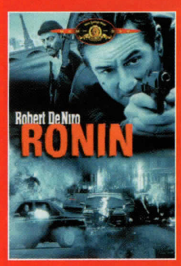
SMOKE NUBS FROM ASH TRAYS? EAT CORN ON TOAST? THIS IS FOR YOU...



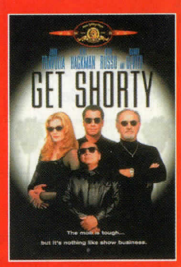
CHARLIE'S ANGELS
£10.00, 15, 2000, Woolworths, woolworths.co.uk
Three women find emancipation through behaving like really stupid men. Plenty of bangs and crashes.
EXTRAS: Trailers, deleted scenes
2



THE GRIM REAPER (AKA MANBEAST)
£3.99, 18, 1980, Blackstar, blackstar.co.uk
Joe D'Amato's teen slasher set on a mysteriously deserted Greek island.
EXTRAS: Extra names for the film
5



RONIN
£9.99, 15, 1998, dvdstreet, dvdstreet.infront.co.uk
Robert De Niro stars alongside some astonishing car chases in this thriller from John Frankenheimer.
EXTRAS: Behind the scenes
9



GET SHORTY
£9.99, 15, 1995, dvdstreet, dvdstreet.infront.co.uk
Surprisingly cool thriller – surprising because it's got John Travolta in it and doesn't start with 'Pulp'.
EXTRAS: Trailer
8

BACK2BACK

HAVE YOU MISSED ANY OF THE MAGS YOU SEE BEFORE YOU? YOU HAVE? SHAME ON YOU! NEVER MIND, HERE'S YOU CHANCE TO MAKE AMENDS. ALL COME COMPLETE WITH DVDS.

ISSUE #17

See *Silent Hill 2*, *GT3* and the stunning *Devil May Cry* on DVD, then go and finish *Quake III* and *Star Wars Starfighter* with our player's guides.

ISSUE #18

Crazy Taxi gets the complete player's guide treatment. Learn how to make top tunes with *MTV Music Generator 2*. And then there's the DVD...

ISSUE #19

20 ways to be better at games, chat with the sultry Angelina Jolie, and *Onimusha* solved and mapped. Plus, *Final Fantasy X* demo on DVD!

ISSUE #20

Read the A-Z of gaming, while *Red Faction* and *NBA Street* are taken to pieces in our solutions section. Plus *Devil May Cry* on the DVD!

ISSUE #21

The world's first review of *Silent Hill 2* is joined by a solution for *Resident Evil: Code Veronica X*, while *SSX Tricky* features among others on the DVD.

ISSUE #22

What you'll be playing in 2002, ten whole pages of *Tekken 4*, not to mention *Tony Hawk 3* on the DVD. Yes, it's another stonker of an issue!

ISSUE #23

The first part of our complete *Silent Hill 2* solution is joined by exclusive *Metal Gear Solid 2* DVD footage and a free *Tony Hawk's 3* guide.

ISSUE #24

A world exclusive report into the making of *TimeSplitters 2* is complemented by the second part of the *Silent Hill 2* solution.

ISSUE #25

Agent Under Fire is given the walkthrough treatment, coupled with a world exclusive preview of *Medal of Honor*. *Spider-Man* is on the DVD.

ISSUE #26

Metal Gear Solid 2 gets cracked wide open with a massive walkthough, while *Virtua Fighter 4*, *GT Concept* and *Final Fantasy XI* are on the DVD.

ISSUE #27

The world's first look at *TOCA Race Driver* leads the pack, followed closely by a pair of *Star Wars* exclusives. Tips-tionary 2 completes the package.

ISSUE #28

Lara Croft returns in the mag and on DVD, while *Star Wars Racer Revenge* and *Maximo* get the full-on tips treatment. Also, see the new *TOCA* on DVD!

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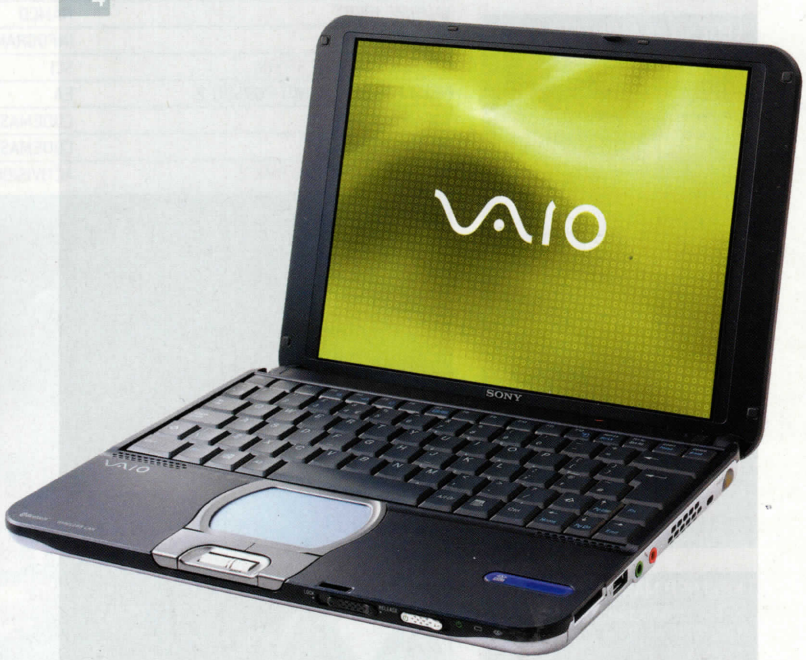

UPGRADE

SILVER OR BLACK? HMMM... SOME DECISIONS ARE JUST UNFAIRLY HARD.

1

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A WEGA TV you can get up the stairs, through the door and into the living room, thanks to the cool plasma technology that makes big tellies thin. For the man who has everything, and now wants everything a bit BIGGER.

- **Plasma WEGA £7999**
- **Sony 08705 111 999**

2

YES, I DO NEED 500 SPARES

Make legitimate back-up copies of non-copyrighted material for your own personal use. Or go into business flogging copied Misteeq CDs for a quid each down the pub, thanks to this ace standalone CD recorder.

- **CDR 820 £499**
- **Philips 020 8665 6350**

3

SLOT MACHINE

A silver box with two holes, one for DVDs and another for those old video cassette things people used to record stuff off the radio with back in the 1970s before TV was invented. Save the videos! They document our lives!

- **PV-D4762 £399**
- **Panasonic 08705 357 357**

4

IN THE LAP OF THE SPODS

Another month, another marginally smaller and slightly more advanced laptop/palmheld/deskplaced mini PC for managing directors to buy on the company account and avoid paying the VAT. Looks nice. Lots of logos!

- **VAIO SRX 41P £1699**
- **Sony 08705 111 999**

LONG RANGE FORECAST

PSW CAN SEE THE FUTURE. IT LOOKS A BIT LIKE THIS, BUT WITH MORE TV CHEFS.

TITLE	PUBLISHER	TYPE	RELEASE
MAY			
JADE COCOON 2	UBI SOFT	RPG	3RD
SOLDIER OF FORTUNE	CODEMASTERS	SHOOTING	10TH
SUPER TRUCKS	JESTER INTERACTIVE	DRIVING	10TH
BRITNEY'S DANCE BEAT	THQ	ENTERTAINMENT	17TH
LEGEND OF ALON D'AR	UBI SOFT	RPG	17TH
DOWNFORCE	TITUS	DRIVING	24TH
ARMY MEN: RTS	3DO	STRATEGY	24TH
TIGER WOODS PGA TOUR 2002	EA SPORTS	GOLF	24TH
PREMIER MANAGER 2002	INFOGRAMES	FOOTBALL	31ST
FREEKSTYLE	EA SPORTS BIG	EXTREME SPORTS	31ST
NO ONE LIVES FOREVER	VIVENDI	SHOOTING	31ST
NEED FOR SPEED: HOT PURSUIT	EA	DRIVING	31ST
TAZ WANTED	INFOGRAMES	PLATFORMER	31ST
F1 2002	EA	DRIVING	31ST
FINAL FANTASY X	SQUARE	RPG	31ST
JUNE			
IRON STORM	WANADOO	SHOOTING	7TH
MEDAL OF HONOUR: FRONTLINE	EA	SHOOTING	7TH
VAMPIRE NIGHT	NAMCO	LIGHTGUN	14TH
V-RALLY 3	INFOGRAMES	DRIVING	21ST
CONFLICT: DESERT STORM	SCI	SHOOTING	21ST
NEED FOR SPEED: HOT PURSUIT 2	EA	DRIVING	21ST
TOCA RACE DRIVER	CODEMASTERS	DRIVING	21ST
PRISONER OF WAR	CODEMASTERS	ADVENTURE	28TH
MAT HOFFMAN'S PRO BMX 2	ACTIVISION	EXTREME SPORTS	28TH

NEED FOR SPEED: HP 2

PUBLISHER: EA
TYPE: RACING RELEASE: MAY 31

It's almost out and we've still to see this game in action... call us cynics (you're bound to anyway), but that usually bodes very badly. EA wouldn't hide a *worthwhile* game from us, would it? Or is it being kept under wraps to blow us all away once we finally *do* see it? We sincerely hope it's the latter. But unfortunately, it might not be. Bah humbug.
OUTLOOK: CLOUDY

LEGEND OF ALON D'AR

PUBLISHER: UBI SOFT
TYPE: RPG RELEASE: MAY 17

It's one of those 'talk to lots of villagers, mix and match stats and take it in turns to wallop each other' type games. However, TTLOVMAM-SATIITTWEOTG is quite an unwieldy acronym, so we'll call it an RPG. You know: *Final Fantasy* rules them while all others tend to be tediously technical goblin-infested also-rans. Might this one buck the trend? Umm...
OUTLOOK: CLOUDY

PREMIER MANAGER

PUBLISHER: INFOGRAMES
TYPE: FOOTBALL RELEASE: MAY 31

It's that time of year really. The time of year when there's a major football tournament on the way, so every Tom, Dick, and, er, Infogrames, decides to relase a new footy and/or footy management game. This one boasts up-to-date stats, plus in-depth tactics and transfer stuff. But it's unlikely to topple the new LMA game.
OUTLOOK: BALMY

EUROSPORTNEWS
19:17 GMT
DIV 2
1 Stoke 10 24
2 Wigan 10 23
3 Tranmere 10 22
4 Bristol City 10 22
5 Colchester 10 21
6 QPR 8 19
7 Huddersfield 10 19
8 Cardiff 9 18
9 Blackpool 11 17
10 Chesterfield 11 16
11 Wycombe 10 15
LATEST NEWS
Portsmouth have failed in their bid to sign Scott Minto. Their bid of £1.5 Mi was accepted but Minto rejected the move.
SCORES ES 26/09/2001,MANCHESTER UNITED FC VS MIDDLESBROUGH

SUPERMAN PUBLISHER: INFOGRAMES TYPE: ACTION ADVENTURE RELEASE: SEPTEMBER

Any kind of super hero product with the word 'Man' in it will be huge property after the arrival of the *Spider-Man* movie this summer, and as luck would have it the 'super' man is coming to PS2 shortly afterwards. How's it looking? Like a comic brought to life! Thanks to the wonderful cel shading technique, *Superman* is all bright reds, dark blues, sharp lines and angular features. We think it looks quite cool, despite usual reservations about any licensed product.
OUTLOOK: SUNNY

ANTICIPATION KEY

WELCOMING WARM FRONTS, OR A DARK AND STORMY NIGHT COMING?

- **SUNNY** What you should be saving for
- **BALMY** Looking good for the weekend
- **CLOUDY** Not bad, may improve later
- **RAINY** We all know it's going to suck
- **LIGHTNING** Has the potential for disaster

V-RALLY 3

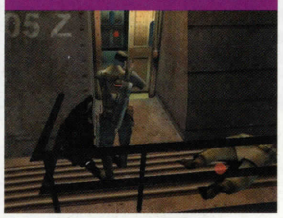
PUBLISHER: INFOGRAMES
TYPE: DRIVING RELEASE: JUNE 21

There's a fight brewing and the big winners will be us game players. Isn't that nice! Phew. *V-Rally 3*, *Colin McRaeRally 3* and *Race of Champions* – they've resisted putting '3' on the end of this one – are all set for release in the next few months. *V-Rally* has the advantage of being out first. Can it win the nation's hearts?
OUTLOOK: SUNNY

IRON STORM

PUBLISHER: WANADOO
TYPE: SHOOTING RELEASE: JUNE 7

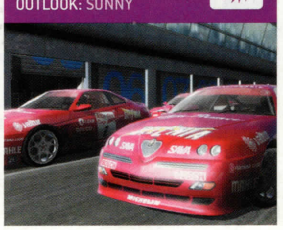
Iron Storm is a very attractive shooter – playable from both first and third person viewpoints – set in a 1960s world of total war. WW1 never ended in this universe, but your mission is to do just that – end it. Warfare is grounded in the Great War, but with 40 years of advantages. Help the 1960s get their groove back, Baby.
OUTLOOK: SUNNY



TOCA RACE DRIVER

PUBLISHER: CODEMASTERS
TYPE: DRIVING RELEASE: JUNE 21

Some worship this as The Daddy of bumper to bumper racing, but after four generations it's more like the great grandchild. It's an uppity one too, and it could be about to revolutionise driving games with its story-based premise. Are you going to make it all the way to the top and get the girl along the way, or disappear without trace into the sandtraps?
OUTLOOK: SUNNY



PS2 TOP 10

1// STATE OF EMERGENCY
A vile, sickening game whose popularity proves that violence sells.
■ 1 player ■ Reviewed Issue #25
PSW 7

2// GRAND THEFT AUTO 3
Absolutely huge, fantastically free-roaming with weeks of fun on offer.
■ 1 player ■ Reviewed Issue #22
PSW 9

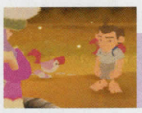
3// MAXIMO
Old school gameplay meets next gen visuals. You love it as much as we do.
■ 1 player ■ Reviewed Issue #26
PSW 9

4// LEGENDS OF WRESTLING
Give the WWF a rest and trot out Hulk Hogan and his doddery mates instead.
■ 1-4 players ■ Reviewed Issue #25
PSW 7

5// MAX PAYNE
When the bullet time novelty wears off this is massively over-hyped.
■ 1 player ■ Reviewed Issue #25
PSW 7

6// WIPEOUT FUSION
It's hard and still good. Just not the ground breaking game we remember.
■ 1-4 players ■ Reviewed Issue #25
PSW 8

7// GRAN TURISMO 3 PLATINUM
This one never leaves the charts. And now at £20 you'd be mental not to get it.
■ 1-2 player ■ Reviewed Issue #17
PSW 10



8// HERDY GERDY
The cute approach bores and patronises. One for the kids then.
■ 1 player ■ Reviewed Issue #27
PSW 6

9// RESIDENT EVIL GUN SURVIVOR 2
A most unfitting epitaph for the series on PS2. This is a real disappointment.
■ 1-2 players ■ Reviewed Issue #26
PSW 5

10// TEKKEN TAG TOURNAMENT PLATINUM
VF4 makes this fighter look pretty feeble now. But for £20 it's still entertaining.
■ 1-2 players ■ Reviewed Issue #11
PSW 7

DVD TOP 10

1// MOULIN ROUGE
A picture of life-affirming, heart stirring beauty. A riveting modern musical.
■ Rating: 15
PSW 8

2// THE HOLY GRAIL
The League of Gentlemen of its day, Monty Python is an acquired taste.
■ Rating: 15
PSW 7

3// A KNIGHT'S TALE
Inspired by *The Canterbury Tales*, this jousting yarn is inoffensively watchable.
■ Rating: PG
PSW 7

4// LEGALLY BLONDE
Blonde beauty enrolls at law school and amusingly proves the doubters wrong.
■ Rating: 12
PSW 7

5// PLANET OF THE APES
A baffling remake that should never have been made. The ending is awful.
■ Rating: 12
PSW 5

6// THE FAST AND THE FURIOUS
Simplistic, preposterous and drowning in testosterone, a boy racer's dream.
■ Rating: 15
PSW 6

7// TRANSFORMERS ORIGINAL TV SERIES
Relive your youth and reacquaint yourself with Optimus Prime and the lads.
■ Rating: U
PSW 7

8// ATLANTIS: THE LOST EMPIRE
A radical move for Disney with a much more adult, serious tale. It works, just.
■ Rating: U
PSW 6

9// THE AMERICAN WEREWOLF IN LONDON
This comedy horror has aged very well. The cinematography still stands out.
■ Rating: 18
PSW 8

10// SPACED: SERIES TWO
A surreal series that proves the English can do comedy. Absolute joy.
■ Rating: 15
PSW 9

PS2 RENTAL

1// METAL GEAR SOLID 2: SONS OF LIBERTY
The biggest game of the year more than deserves to fly off the shelves, at last.
■ 1 player ■ Reviewed Issue #24
PSW 9

2// GRAND THEFT AUTO 3
This game is so huge it'll require weeks of re-rentals. Try it first, then buy it.
■ 1 player ■ Reviewed Issue #22
PSW 9

3// STATE OF EMERGENCY
Obviously rampant, unwarranted, excessive violence doesn't offend the majority.
■ 1-2 players ■ Reviewed Issue #25
PSW 7

4// MAX PAYNE
Bullet time is the game's only innovation. Otherwise pretty linear with clunky looks.
■ 1 player ■ Reviewed Issue #25
PSW 7

5// WIPEOUT FUSION
Your competitors are a bit too aggressive but it's still the *WipEout* that we all love.
■ 1-4 players ■ Reviewed Issue #25
PSW 8

6// HERDY GERDY
Far too cute for its own good. It doesn't know who to aim for and suffers for it.
■ 1 player ■ Reviewed Issue #27
PSW 6

7// STAR WARS: RACER REVENGE
Frustrating but fun. Short but involving. Fast but overly competitive. Rent it first.
■ 1-2 player ■ Reviewed Issue #27
PSW 7

8// MOTO GP 2
The best bike game on PS2 but there's not enough new here for owners of *Moto GP*.
■ 1-2 players ■ Reviewed Issue #25
PSW 7

9// ACE COMBAT: DISTANT THUNDER
Easy to get into, difficult to fault. The best combat flight sim on PS2.
■ 1-2 players ■ Reviewed Issue #25
PSW 8

10// SHADOWMAN 2ECOND COMING
A by-the-numbers action adventure that's slick and polished but underwhelming.
■ 1player ■ Reviewed Issue #27
PSW 7

GAME Software chart supplied by Game

HMV UK DVD sales chart compiled by HMV

BLOCKBUSTER UK PS2 rental chart compiled by Blockbuster

On the broadened horizon...

BOOK

THE MAN WITH THE RED TATTOO – RAYMOND BENSON
A new 007 adventure, and Ian Fleming's first since becoming dead. That was a lie. No, Benson's Bond heads to Japan to unravel the death of a businessman – could there be a deadly link with the impending G7 summit? And could this be a future Bond movie?
OUT: May 2nd

MOVIE

STAR WARS EPISODE 2: ATTACK OF THE CLONES
We weren't too sure about this after the interstellar burst of disappointment that was *Episode 1: Attack of the Phantom Merchandising Menace*. Now, after seeing the new *Episode 2* trailer we can't wait for it. Action, romance, hardly any Jar Jar... cool.
OUT: May 16th

TV

CHAMPIONS LEAGUE FINAL
Catch it all on ITV with Big Ron spouting endless cliches, super smooth Des spouting endless velvety nothings and – hopefully – a UK team succeeding at something other than drunk driving. On the other hand, screw it. Football's just another fashion accessory anyway. Screw it.
ON: May 15th on ITV 1

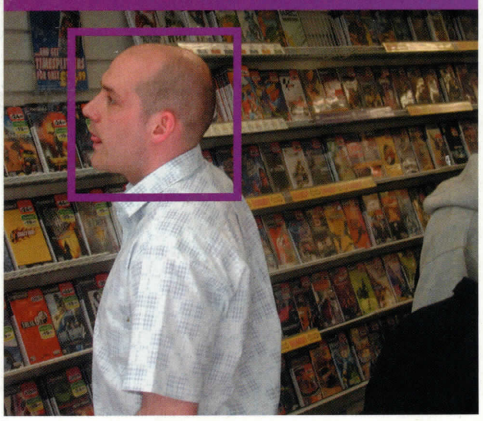
LIVE

SOPHIE ELLIS BEXTOR
Catch this chiselled jawed, sophisticated lady committing murder on the dancefloor – not literally! Ah ha! – on her UK tour. Elbow through the kids to the front, stare unblinkingly into her beautiful face and chafe gently against the crush barrier.
ON: Various dates in May
Tickets: www.aloud.com

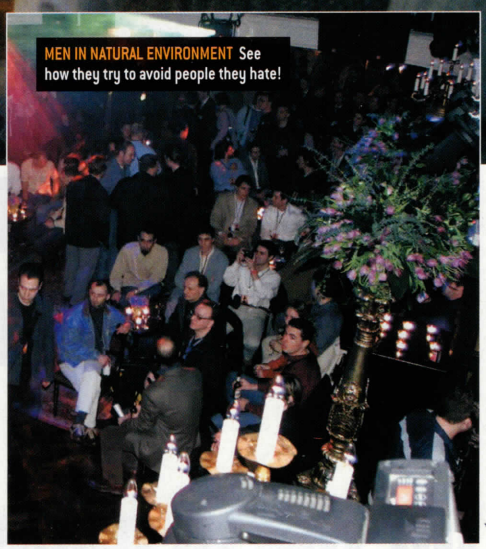
IS THIS YOU?

Yes, the man carrying a suspicious black PVC holdall with a camera hidden inside (shoulder strap optional) has been released into the community once again. He's caught this chap slathering quite openly in the direction of a crisp new PS2 game. Are you that man? Can you prove it? Want a random prize?

PHONE 07000 785 862 TO CLAIM YOUR REWARD.



"COMPLIMENTARY BEER! GET YOUR COMPLIMENTARY BEER!"



MEN IN NATURAL ENVIRONMENT See how they try to avoid people they hate!

INDUSTRY PARTIES. WE GO TO A LOT OF THEM, AS DO MOST OTHER GAMES MAGAZINE STAFF IN THE COUNTRY. WE GET DRUNK. IS THERE ANY OTHER POINT? WE INVESTIGATED, WITH 11 VODKAS IN US.

YOUR MEMORY STARTS WORKING AGAIN.

You're eating a burger. You're sitting at an unfamiliar bus stop. There aren't any buses, but it seems like the logical thing to do, seeing as you're drunk, very lost, and many miles from home. You're cold. You've been to a games industry party where the drink was free. The burger and inevitable taxi home is the only personal expense incurred for a full six hours of complimentary boozing. You're going to feel sick tomorrow.

About twice a month a promotional executive will come up with the idea of hiring out a club or bar, filling it with posters of a forthcoming game, then inviting several hundred men to drink beer for free in the name of its key Q4 release. The good ones have cocktails and canapés, the OK ones provide two types of bottled lager and sausage rolls, the cheap ones dump pitchers of flat generic beer on the table with crisps behind the bar for those on the VIP list.

PLEASE NOTICE US Over here! Over here! Over here! Over here! OVER HERE!

The one question asked of many an organiser is "Will there be any girls there?", as the big disadvantage of working in the games industry rears its stubbly, square-jawed head. No, no there won't be any girls there, apart from those on the payroll and therefore contractually obliged to spend five Earth minutes in the company of each shuffling group of men. Boy-girl ratios of 25:1 are not uncommon at industry parties, thanks to the inherent attraction that exists between men and video games.

The photos littered about these two pages are taken from two such industry affairs – the glamourous Eidos PS2 *Tomb Raider* launch and Sony's staggering bash to celebrate selling two million PlayStation2s in the UK. Cunningly arranged for a Wednesday night so as to not clash with *EastEnders*, the Sony 'do' must've blown most of the money earned by those 2m sales in one swoop. On display? A club in London's tourist-chic Camden; people employed to serve drinks; crazy golf organised for those capable of standing and hand-to-eye coordination; and colour-coded cocktails of unknown but presumably expensive origin. In summary, we had fun. Let us take you through our evening.

I VOMITED IN A WESTERLY DIRECTION

On March 27, the night of the Sony Two Million Celebration, we left work half an hour early in order to proceed drinking at approximately 6:30pm, having decided it prudent to arrive at the party fashionably late and embarrassingly drunk. We brought in special shirts to wear, and Mikey even wore a proper suit. The four-strong *PSW* entourage picked up seven more members during "pre-drinks drinks" at our favourite West End drinking establishment, then continued to the venue in two separate Hackney carriages acquired at the expense of Sony Computer Entertainment Europe.

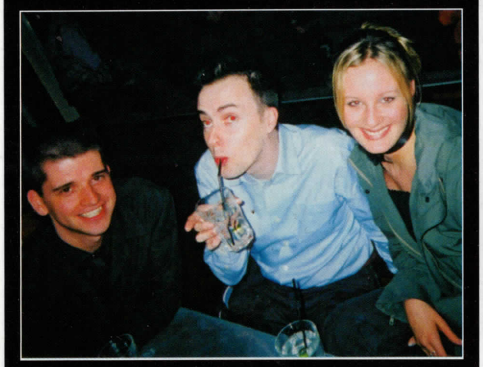
Having already decided the night would lack decorum, we left our coats and bags at the office, to avoid problematic 'checking in' and possible 'drunken loss'. Tickets were handed to a man, who tore them in half and let us in to the premises at Arlington Road, London NW1. The room filled in an hour. Demo pods were available for those not already sick of playing games all day, while large cushioned globes provided ample opportunity for drunken horseplay. We then drank free cocktails solidly for approximately four hours.

It is hard to specify an exact time of departure, because, as tends to happen, the group had disintegrated into several splinter factions – the dancers, the smokers, the social minglers and the ill people – leaving most to make their way home alone when the instinct to buy junk food and sleep penetrated the alcoholic haze.

PSW'S BIG NIGHT OUT!

THE SONY PARTY EVENING IN SICKENING PHOTOGRAPHIC DETAIL.

REFRESHING FAGS They think of everything – the Sony party even had a woman walking around handing out free packets of cigarettes to attendees. Although smoking, kids, is in no way appropriate behaviour.



IN WITH THE IN CROWD See how attractive women flock to PSW team members! One hour into "pre-drinks drinks" before the party and everyone has already checked their dignity and self-respect at the door.

BARMAN! SIX PINTS OF LUMINOUS GREEN LIQUID, PLEASE Cocktails matching the colours of PS2 controller buttons! Shame about the lack of triangular, square and cross-shaped glasses, though. Maybe next year.

I CAN MAKE YOU FAMOUS, BABY! Drunk on a deadly mixture of blue and green booze, the photographer begins to randomly accost women and take their pictures. "Are you models?" he slurs. "Drop dead" they reply.

GO FOR LAUNCH! Men queue up. Men wait nervously. Men want to start drinking.

/ PITCHERS OF FLAT GENERIC BEER AND CRISPS AT THE BAR FOR V.I.P.S /

24 HOUR PARTY PEOPLE

So why do we really go? Is it just for the booze? Acts of drunkenness by grown men are nothing to be proud of, the novelty of free lager wears off quickly when you wake up on the wrong train having lost your mobile again, and in no way is it cool to get so drunk you can't speak and have to point at the McDonalds meal you want on the way home.

There is a subtext. There is a hidden reason for attending, there is a conspiratorial edge. People are there, important people. People who under the influence of alcohol may say things they shouldn't, people who really ought to know better than to drink nine large vodkas and start bragging about their company's five year plans that will culminate in a relocation to orbiting offices in space. Many attendees are warned beforehand not to get drunk, such are the dangers of mouth-shooting on free beer. You can learn things at these places, people blab. Failing that you can always hide in a toilet cubicle and eavesdrop.

It's also the social glue that helps hold the industry together. Contacts reacquaint themselves the following morning, exchanging hangover cures and retelling the same hilarious drunken mishap anecdote ten times to ten separate people in the space of an hour. Listening to "...and then I fell over!" being barked down a phone line by a man still slightly drunk is a regular post-party event, as is the way the story grows in outlandishness as the day passes.

Ultimately these things are more important as exercises in 'networking' and gossiping than simply getting hammered. They provide something to talk about, and while they only rarely result in increased coverage for the game in question, at least someone's drunken behaviour will forever be referred to as "That night at The *Army Men* Party" and therefore in some small way immortalised in our tiny and insignificant corner of the journalistic world. So, in summary, invite us to more parties, please.

/ GARY CUTLACK

RED DWARVES "Sorry about the film" apologises that hologram bloke off the telly.

Q&A

WHERE ANSWERS ARE A GIVEN

/ BE GOOD!

Question:
My options are coming up and I want to know which subjects would be best to take in order to work on a games magazine when I'm older. Help!

Answer:
"Practice writing in your spare time – qualifications count for very little in this game, it's all about whether you can write well in a decent style and make sense. If you can, it matters not one bit if you've only got a D in English Lit. and a C in Geography to your name. Read a lot and practice your spelling – nothing gets binned quicker than an application letter full of spelling mastakes."

/ NO AGAIN

Question:
Are any of the *PSW* team members planning to buy a Gamecube?

Answer:
"No"

/ SOLD OUT?

Question:
How well is PlayStation2 selling these days? With Xbox here and Gamecube on the way, is it still the most popular machine? Surely everyone's already got a PS2 by now?!

Answer:
"According to official figures for just after the Xbox launch, PS2 is selling around 20,000 units a week compared to Xbox's fairly limp 7,000 a week. Mind you, if Microsoft hack the price down as they surely must to avoid disaster, expect Xbox's figures to pick up. Until then the mighty PS2 will stand triumphant.

/ PR WARS

Question:
You keep mentioning "PR" people in your mag. Who are they and what do they do?

Answer:
People who work for games companies. It is the job of the PR person to gain positive coverage for their games – in magazines like this.

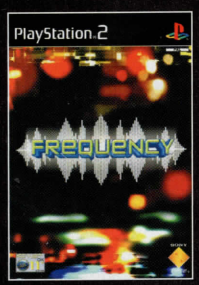
DISTRACTIONS

WHERE PROMOTIONAL PEOPLE TRY TO ASSOCIATE THEIR GAMES WITH HAPPINESS BY GIVING AWAY FREE THINGS.

WIN!

WIN! THE MUTHA OF ALL SOUNDS SYSTEMS!

YOUR CHANCE TO WIN A MASSIVE SHINY SILVER THING THAT'S REALLY LOUD AND REALLY, REALLY SHINY. AND SILVER.



THERE ARE SOME GAMES, WITH THEIR PLINKY- plonky cartoon tunes, that sound fine when routed via a normal telly. And there are other games, such as the soon-to-be-released-and-totally-ace *Frequency* from Sony, that absolutely demand to be played through the biggest sound system money can buy. Which in this instance is the Sony XBASS midi system. Hell yes. This £600 mutha of a hi-fi is loud. Like, Christ my ears are bleeding, loud. And it makes your PS2 sound about a million times better than when you play it through a standard television. Plus it has a five CD changer, a twin cassette deck, and more speakers than you've probably got room for. Although it's unlikely your neighbours will share such enthusiasm. Answer this question for a chance of bagging the prize:

'WHAT'S THE FREQUENCY KENNETH?' WAS A MASSIVE HIT FOR WHICH BAND?

a] **R.E.M.**
b] **D.V.L.A.**
c] **R.S.V.P.**

FIRST PRIZE

Well, it's like we said, a Sony XBASS midi system, and a copy of *Frequency* on PS2.

RUNNERS-UP

Five runners-up will each receive a copy of the game. That's *Frequency*, in case you missed it. Head your entries *'I want to annoy my neighbours'* and send them this address: *PSW, Best Magazine In The World, Computec Media, 55 Lowlands Road, Harrow, Middlesex, HA1 3AW.*

EAT MY GOAL!

GOAL OF THE MONTH

PLAY PRO EVOLUTION SOCCER AND WIN A PAIR OF UMBRO FOOTY BOOTS!

NUMBER OF PS2 CONTROLLERS BROKEN THIS MONTH: three. Number of PS2 controllers broken by Foley this month: three. Net cost of three controllers broken by Foley this month: £59.97. Net result of three controllers broken by Foley this month: final written warning. The catalyst for these unprompted attacks on inanimate objects: a *Pro Evolution Soccer* session gone bad. That's bad from a Foley perspective, euphoric if your name's Nutter and you've just blasted home a superb 30-yard drive to seal a humiliating 2-0 victory. The mild-mannered man of games erupted with a fury not witnessed since the Christmas party when accused of releasing trouser gas in a fellow reveller's face. It got nasty. We left him to it. Happy days.

When not breaking wind or PS2 controllers, Foley's primary task in the *PSW* office is to identify which packages in the morning post contain memory cards for the Goal of the Month competition, and which contain free games. The latter to be routed via Nutter's desk, the former to be painstakingly sifted through, scoffed at, and swiftly returned by Foley. And what did he turn up while rummaging through the avalanche of envelopes littering the office floor this month? A beautiful piece of skill by Paul Johnstone of Dundee – a Thierry Henry scissor-kick from the edge of the penalty area – which nets the lad a pair of £120 Umbro footy boots, just as soon as he can be bothered to send us his shoe size. Honestly, some people.

See for yourself the Henry wonder-goal on this month's DVD (it's in the Bonus section). Then if you think you can do any better, save your best effort onto a memory card and send it here to us at *PSW* (please allow 14 for the safe return of said memory card). Head your entries 'Goal of the Month' and be sure to send them Recorded Delivery.
THE ADDRESS IS: *PSW Goal of the Month, PSW, Computec Media, 55 Lowlands Road, Harrow, Middlesex, HA1 3AW.*

KONAMI | UMBRO | PRO EVOLUTION SOCCER

WARNING!

Sometimes a games company doesn't seem to want a game reviewed by us because, for its own reasons, it would rather just get it into the shops without us seeing it. IT WON'T WORK.

THE WORST PS2 GAMES EVER

AVOID AT ALL COSTS!

#6 ATLANTIS 3

>> IT'S IN THE POST... HONEST!
Our copy of *Atlantis 3* has yet to arrive in the *PSW* office. Funny that.

>> WHAT IS IT?
Best described as a time-travelling archeological adventure with RPG elements. In fact, no, best described as typically French, largely unfathomable, point-and-click bore-a-thon.

>> WHERE DOES IT GO WRONG?
From the moment you first pick up the controller. Don't let the pretty graphics fool you into thinking this might actually provide you with some entertainment – it won't. Negotiating your way around the place is infuriatingly slow, the puzzles are often unclear and (unless you're schooled in obscure mythology) just don't make any sense whatsoever, plus the futuristic archaeology theme is about as appealing as a naked Vanessa Feltz smeared in Marmite.

>> IT CAN'T BE ALL BAD?
Through gritted teeth we'll reluctantly admit that it's technically accomplished and occasionally quite attractive. But honestly, could anyone give a toss about a mythical sunken city?

>> HAD IT BEEN REVIEWED
Even taking into account the dearth of decent adventure games on PS2, this would still struggle to score above 3/10.

>> FINAL WORD
For the sake of your sanity, stay away.

"LET'S NEVER SPEAK OF THIS..."

GAME COMPANIES WANT PSW TO LOVE THEIR GAMES. THEY SEND US GOODIES. WE GIVE THEM AWAY.

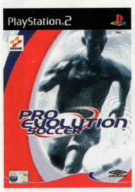
THE WINNER//

Full marks for diversity, zero points for desirability. That's a fair assessment of this month's PR backhanders. What these people fail to realise is that we're sophisticated gentlemen of the journalist profession, not easily swayed by the cheap plastic fragments of a failing PR campaign. We laugh at your pathetic attempts to influence coverage with a selection of *Turok* postcards, a chocolate egg with superficial box damage (thus preventing its use as an inexpensive Easter gift item for young relatives), a nylon shoulder bag with the *Tomb Raider* logo stamped in a prominent position, and a T-shirt. Not an ordinary T-shirt we can actually wear in social situations. Oh no. A vacuum-packed, dehydrated garment that's unwearable until fully immersed in water. Only then it's soaking wet, and once again unwearable. Nice one.

WANT TO WIN THIS PISS-POOR ARRAY OF PROMO-CRAP? You do – why? There's a bloody great sound system up for grabs on the opposite page for the same price of a stamp. Think about it. But if you really must, head your entries 'PSW Wet T-shirt Competition' and send them in to the usual address.

ESSENTIAL 50

WAVE GOODBYE TO MAX PAYNE, ALEX FERGUSON AND AIRBLADE. AND GREET NEW ADDITIONS BLOOD OMEN, DEUS EX AND LMA.

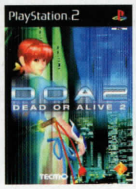


PRO EVOLUTION SOCCER
■ RATED: 9/10
■ ISSUE: PSW #23
The most complete football game on any console ever. An essential buy.

TIME SPLITTERS
■ RATED: 8/10
■ ISSUE: PSW #11
Great in solo mode, outstanding in four-player. If you're buying one shoot 'em up, get this.

NHL 2002
■ RATED: 8/10
■ ISSUE: PSW #23
Not everyone's cuppa, but ice hockey fans will delight in the vast range of options.

QUAKE 3
■ RATED: 9/10
■ ISSUE: PSW #16
Spectacular conversion of the PC masterpiece. Jumping made difficult with joypad.



DEAD OR ALIVE 2
■ RATED: 9/10
■ ISSUE: PSW #12
Visually astounding kung-fu kickery. It's initially difficult to master, but well worth the effort.

FORMULA ONE 2001
■ RATED: 10/10
■ ISSUE: PSW #17
A couple of minor bugs aside, this is every Formula One fan's dream come true. Essential.

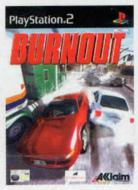
GRAN TURISMO 3
■ RATED: 10/10
■ ISSUE: PSW #17
Everything you could possibly want from a driving game on one shiny disc. Remarkable.

MTV MUSIC GENERATOR 2
■ RATED: 9/10
■ ISSUE: PSW #17
Create your own phat toons from scratch and annoy your friends.

CRAZY TAXI
■ RATED: 9/10
■ ISSUE: PSW #17
Superb conversion of the high-octane arcade game, packed full of extras for PS2 owners.

RESIDENT EVIL CODE: VERONICA X
■ RATED: 9/10
■ ISSUE: PSW #20
The biggest and best *Resi Evil* to date, but it's just a tad formulaic.

ONIMUSHA WARLORDS
■ RATED: 8/10
■ ISSUE: PSW #18
Excellent hack 'n' slash action adventure from the *Res Evil* people.



BURNOUT
■ RATED: 8/10
■ ISSUE: PSW #22
Nothing gets the adrenaline pumping quite like a game of *Burnout*. Mental high-speed racing.

JAMES BOND IN... AGENT UNDER FIRE
■ RATED: 8/10
■ ISSUE: PSW #24
The best bits of Bond rolled into one. Stealth, driving, blasting, the lot.

WIPEOUT FUSION
■ RATED: 8/10
■ ISSUE: PSW #25
More of the same from the latest *WipEout*, but when it's this good, why bother changing it?

WORLD RALLY CHAMPIONSHIP
■ RATED: 7/10
■ ISSUE: PSW #23
Not as good as we'd hoped, but it'll suffice until *Colin McRae 3* turns up.

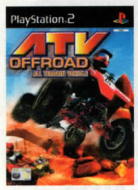
SSX TRICKY
■ RATED: 9/10
■ ISSUE: PSW #23
So updated it's practically brand new – spectacular, colourful and undeniably hip.

HALF-LIFE
■ RATED: 8/10
■ ISSUE: PSW #23
Still the best PC game ever, and a stonker on PS2. You haven't lived until you've played it.

NBA STREET
■ RATED: 9/10
■ ISSUE: PSW #19
Gasp! A basketball game that's fun to play. Even if you don't like the sport, you'll love this.

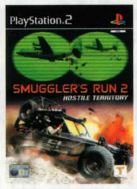
READY 2 RUMBLE ROUND 2
■ RATED: 8/10
■ ISSUE: PSW #11
Comical fighters and a lighthearted approach make this the boxing champ.

SHAUN PALMER SNOWBOARDING
■ RATED: 8/10
■ ISSUE: PSW #23
Great two-player and a more trick-based ride than *SSX*, it's a real cracker.



ATV: OFF-ROAD FURY
■ RATED: 8/10
■ ISSUE: PSW #20
Thoroughly entertaining off-road racer, best played with mates.

LEGACY OF KAIN: BLOOD OMEN 2
■ RATED: 8/10
■ ISSUE: PSW #28
Few innovations, but a quality rehash of the *Tomb Raider*-style game.



SMUGGLER'S RUN 2: HOSTILE TERRITORY
■ RATED: 8/10
■ ISSUE: PSW #22
Brilliant terrain design and massive levels bring alive the A-B objectives.

METAL GEAR SOLID 2: SONS OF LIBERTY
■ RATED: 9/10
■ ISSUE: PSW #24
Mightily impressive espionage game, spoiled slightly by lengthy cut-scenes.

RED FACTION
■ RATED: 8/10
■ ISSUE: PSW #18
Innovative first-person shooter (the walls break) with good story, but jerky in two player.

WWF SMACKDOWN! JUST BRING IT
■ RATED: 7/10
■ ISSUE: PSW #23
Lacks the polish of most PS2 games, but still the best grappler around.

ICO
■ RATED: 8/10
■ ISSUE: PSW #27
Beautifully chilled out adventure that challenges and puzzles without any need for violence.

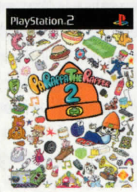
BALDUR'S GATE: DARK ALLIANCE
■ RATED: 8/10
■ ISSUE: PSW #24
Beautiful sword-based slashing, with almost endless character upgrading.

KNOCKOUT KINGS 2002
■ RATED: 7/10
■ ISSUE: PSW #27
For the true connoisseur of the noble art, this is as authentic as it gets.

JAK AND DAXTER
■ RATED: 9/10
■ ISSUE: PSW #25
An absolutely huge world to explore in the PS2's classiest platformer. Pure gaming escapism.

DEVIL MAY CRY
■ RATED: 10/10
■ ISSUE: PSW #22
Astonishing to watch and a blast to play. But *boo* to the big-bordered UK conversion.

SILENT HILL 2
■ RATED: 9/10
■ ISSUE: PSW #21
Disturbing, gory, unnerving, chilling, menacing, offensive... and all the better for it.



PARAPPA THE RAPPER 2
■ RATED: 7/10
■ ISSUE: PSW #27
Totally bizarre and genuinely funny, the only sore point is its brevity.

ZONE OF THE ENDERS
■ RATED: 8/10
■ ISSUE: PSW #15
Enormous mechanical mechs slap each other about. Good fun.

TIGER WOODS PGA TOUR 2001
■ RATED: 8/10
■ ISSUE: PSW #16
Sports games don't come more relaxing. Complete with revolutionary swing.

LMA MANAGER 2002
■ RATED: 9/10
■ ISSUE: PSW #28
Comprehensive, up-to-date, totally engrossing and – shock – pretty, too.

KLONOA 2: LUNATEA'S VEIL
■ RATED: 8/10
■ ISSUE: PSW #22
Remarkably tranquil platforming experience with devious puzzles.

DAVE MIRRA FREESTYLE BMX 2
■ RATED: 8/10
■ ISSUE: PSW #21
Usual extreme sports maddery with all the typical Hawk's-esque fun.

MAXIMO: GHOSTS TO GLORY
■ RATED: 9/10
■ ISSUE: PSW #26
Stylish platformer with plenty of hack 'n' slash swordery. Top UK version, too.

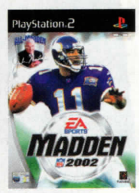
GRAND THEFT AUTO 3
■ RATED: 9/10
■ ISSUE: PSW #22
Engrossing crime caper with stunning visuals and great story. The surprise hit of last year.

SPACE CHANNEL 5
■ RATED: 8/10
■ ISSUE: PSW #27
Catchy tunes and gorgeous visuals make this pure rhythmic button-pressing nirvana.

ACE COMBAT 4: DISTANT THUNDER
■ RATED: 8/10
■ ISSUE: PSW #25
Exhilarating aerial combat. This is *Top Gun* in everything but name.

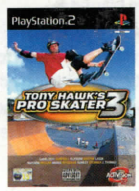
MOTO GP2
■ RATED: 7/10
■ ISSUE: PSW #25
Still not a complete season's tracks, but slinky handling and all the new liveries make it worthwhile.

STATE OF EMERGENCY
■ RATED: 7/10
■ ISSUE: PSW #25
Ultra-violent and morally dubious riot sim. Content makes it strictly for adults.

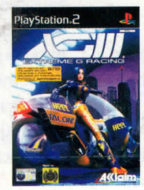


MADDEN NFL 2002
■ RATED: 8/10
■ ISSUE: PSW #22
The millionth *Madden* retreads the same old ground, but it's still the best of its kind.

WORLD CHAMPIONSHIP SNOOKER 2002
■ RATED: 8/10
■ ISSUE: PSW #21
Fantastic ball physics, strangely relaxing to play.



TONY HAWK'S PRO SKATER 3
■ RATED: 9/10
■ ISSUE: PSW #23
Fast, hard to master and full of beauty. Excellent replay value. Get it now.



EXTREME G-3
■ RATED: 8/10
■ ISSUE: PSW #20
Faster than a greased cougar down a water chute. Fabulous futuristic racing fun.

DEUS EX
■ RATED: 9/10
■ ISSUE: PSW #28
Irritatingly jerky in places, but even that can't ruin this deep, dark and dangerous game.

STAR WARS: STARFIGHTER
■ RATED: 7/10
■ ISSUE: PSW #16
Star Wars games are usually rubbish. This one isn't. Now only £20, too.

tinted glass, luggage cover, remote
Mercedes Benz full service history .....

MERCEDES BENZ A170 CDi ELEGANCE (2000 W) Nouveau Violet Metallic, Grey interior, electric windows, electric heated mirrors, AIR CONDITIONING, 4x airbags, 5 hole alloy wheels, stowage cover, tinted glass, removable front passenger seat, leather steering wheel, ABS, PAS, adjustable rear seat, radio cassette, remote alarm/immobilizer, 12,000 miles, total Mercedes Benz full service history £11,995

MERCEDES BENZ C180 ESPRIT AUTOMATIC (1996 P) Midnight Blue, Anthracite interior, AIR CONDITIONING, electric windows, mirrors, ABS, PAS, alloy wheels, airbags, rear headrests, front armrest, radio cassette, central locking, remote alarm/immobilizer, 74,500 miles, total Mercedes Benz full service history £7,995

MERCEDES BENZ CLK200 ELEGANCE TIPTRONIC AUTOMATIC FACELIFT (2000 W) Azurite Blue Metallic, Orion Grey interior, AIR CONDITIONING, electric windows, mirrors, ESP, multi function steering wheel, partial electric front seats, cruise control, PAS, ABS, 4x airbags, rear headrests, front armrest, radio cassette, alloy wheels, central locking, remote alarm/immobilizer, 15,000 miles, total Mercedes Benz full service history, offered at £24,995

MERCEDES BENZ CLK320 ELEGANCE COUPE AUTOMATIC (1999 T) Titanite Red Metallic, Orion Grey leather, electric windows, mirrors, AIR CONDITIONING, 18in AMG alloy wheels, folding mirrors, rear headrests, Walnut veneer, ASR, 4x airbags, cruise control, front armrest, ABS, front fog lights, PAS, radio/single CD, 22,000 miles, total Mercedes Benz full service history.....£26,995

MERCEDES BENZ E200 ELEGANCE AUTOMATIC (1996 N) Tourmaline Green Metallic, Light Grey interior, electric sunroof, windows, mirrors, Walnut veneer, rear headrests, rear armrest, front armrest, cruise control, 2x airbags, alloy wheels, ABS, front fog lights, radio cassette, PAS, central locking, remote alarm/immobilizer, 49,000 miles, total Mercedes Benz full service history £10,995

51 REG SONY GRAN TURISMO CONCEPT [UK EDITION] No Previous Owners, Metallic silver, Very fast, Must be seen, P/ex, warranty and finance available.....£20 ono

BMW

BMW Z3 2.0 CONVERTIBLE (2000 W) Topaz Blue Metallic, Red/Black leather, electric windows, mirrors, ABS, heated seats, PAS, chrome vents, alloys wheels, front fog lights, Tracker, radio/cassette/CD, central locking, remote alarm/immobilizer, 25,000 miles, total BMW full service history £17,995

BMW 323i SE AUTOMATIC 4 DOOR SALOON (1998 R) Montreal Blue Metallic, Sand Beige leather, climate control, electric sunroof, windows, mirrors, full colour, front armrest, rear headrests, rear armrest, driver's airbag, alloy wheels, ASC, front foglights, PAS, ABS, radio/cassette/6 stacker CD, central locking, remote alarm/immobilizer, 73,500 miles, total BMW full service history £11,995

BMW 323 Ci COUPE (2000 W) Titanium Silver Metallic, Anthracite half leather, AIR CONDITIONING, electric windows, mirrors, ABS, PAS, sports seats, 18in multi spoke alloy wheels, front armrest, rear headrests, Anthracite roof lining, hi gloss finish, airbags, radio/cassette, central locking, remote alarm/immobilizer, 11,000 miles, one owner, total BMW full service history....£22,995

BMW 328i SE 4 DOOR SALOON (1997 R) Brilliant Silver Metallic, Black half leather sports seats, climate control AIR CONDITIONING, electric windows, mirrors, ASC, alloy wheels, ABS, fully colour coded, PAS, airbags, radio cassette/CD player, rear headrests, rear boot spoiler, front fog lights, central locking, remote alarm/immobilizer, 70,325, one owner, total BMW full service history £10,995

BMW 528i SE TOURING ESTATE STEPTRONIC AUTOMATIC (1997 R) Oxford Green Metallic, Grey interior, AIR CONDITIONING, electric windows, mirrors, PAS, roof rails, ABS, airbags, multi function steering wheel, rear headrests, on board computer, ASC, front fog lights, through load space, alloy wheels, radio/single CD, central locking, remote alarm/immobilizer, 56,000 miles, total BMW full service history £16,995

BMW 528i SE AUTOMATIC (1999 T) Anthracite Metallic, Grey leather, climate control, electric glass sunroof, windows, mirrors, ABS, PAS, spoke style alloy wheels, airbags, PDC, front fog lights, rear headrests, front armrest, on board computer, radio/cassette, central locking, remote alarm/immobilizer, 62,000 miles, total BMW full service history.....£16,995

(1997 R) Cosmos Black Metallic, Grey leather, AIR CONDITIONING, mirrors, 4x airbags, Burr Walnut trim, front miles, central

computer, ABS, rear headrests, PAS, cruise
seats, radio cassette/CD autochanger, central lockin
Lexus full service history .....

ROLLS ROYCE CORNICHE COUPE AUTOM
Caribbean Blue Metallic, Dark Blue hide, electric wi
front armrests, rear armrest, alloy wheels, Walnut ve
miles, total Rolls Royce full service history, inc
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ROLLS ROYCE SILVER SPIRIT AUTOMATI
leather, AIR CONDITIONING, electric windows,
armrest, front armrest, electric seats, rear vanity
.....

SAAB 9-5 HOT AERO ESTATE AUTOMAT
leather, climate control, electric windows, mirrors
lights, PAS, ABS, airbags, traction control, hea
headrests, wood fascia, headlamp wash wipe, al
alarm/immobilizer, 18,000 miles, total Saab full
SUBARU IMPREZA TURBO SALOON (199
windows, mirrors, Momo steering wheel, 2 x a
wheels, rear boot spoiler, radio/cassette/10 sta
miles, total Subaru full service history .....
VOLKSWAGEN PASSAT 1.9 TDi 110BHP
climate control, electric windows, mirrors, ABS
computer, PAS, front centre armrest, radio cass
Volkswagen full service history .....

MERCEDES BENZ ML270 CDi AUTOMA
AIR CONDITIONING, electric windows, elec
Lux pack, 5 spoke alloy wheels, folding mirro
front seats, 4x airbags, cruise control, electro
28,000 miles, total Mercedes Benz full servic
MERCEDES BENZ ML430 STEPTRON
CONDITIONING, electric windows, electric
pack, alloy wheels, privacy glass, heated fro
cruise control, electronic 4 wheel drive tract
Benz full service history .....
RANGE ROVER 4.6 HSE AUTOMATIC
control, electric sunroof, windows, mirrors,
memory, twin airbags, CD, on board compu
rear headrests, multi function steering wh
wheels, remote alarm/immobilizer, 52,000

NEW VEHICLES - UN

MERCEDES BENZ C220 CDi ELEGA
Grey leather, cruise control, split folding
anti theft alarm system, anti tow alarm syst
capacity battery .....
MERCEDES BEN 30 ELEGAN
Tansanite Blue Grey le
Parktronic, sor, e
screen wash ESP,
MERCEDE RES
ther,

PSW FIRST WITH THE GAMES YOU NEED TO SEE

CONTACT PSW ON 06.06.02 AFTER 8PM

FIND OUT WHICH EUROPEAN AND AMERICAN CARS ARE INCLUDED. GET THE LOWDOWN ON EVERYTHING THAT'S NEW FOR THE UK GAME. THEN SEE IT FOR YOURSELF (EXCLUSIVELY OF COURSE) ON THE DVD. ONLY WITH PSW.

FEATURED ON THE PSW DVD

EXCLUSIVE: DINO CRISIS ON PS2! / UK GRAN TURISMO CONCEPT / SPIDER-MAN: THE MOVIE / FREEKSTYLE
COLIN MCRAE RALLY 3 / TOCA RACE DRIVER / NEW TUROK / PLUS EVEN MORE MEDAL OF HONOR FRONTLINE!

CONTENT SUBJECT TO CHANGE WITHOUT NOTICE

top 10

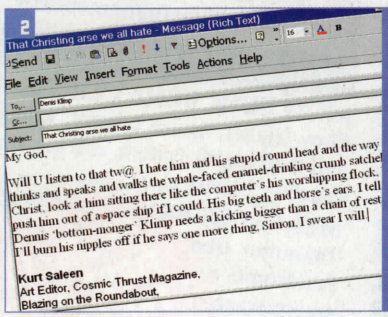
BESIDES PAIN, WHAT'S THE WORST THAT CAN HAPPEN? THESE. THE MOST UNPLEASANT SENSATIONS EVER...

1 CHUGGING DOWN COFFEE TO FIND IT'S COLD

Maybe you've simply selected the wrong mug among the host upon the table, or just lost track of time since the last sip. Perhaps you underestimated the windspeed and its chilling effects; maybe the 'hot' beverage in question is tea. But whatever, you pick up the receptacle, confidently knock back a big slug of drink and jet out great sheets of congealed milk rind. It's stone cold. And it's in your mouth.

■ THE ONLY OPTION LEFT IS: To vacuum your throat with industrial machines.

2 ACCIDENTALLY SENDING AN INSULTING EMAIL TO THE 'INSULTEE'


That Christing arse we all hate - Message (Rich Text)

Send | Options... | File Edit View Insert Format Tools Actions Help

To... Denis Klimp

Cc...

Subject: That Christing arse we all hate

My God.

Will U listen to that tw@. I hate him and his stupid round head and the way thunks and speaks and walks the whale-faced enamel-drinking crumb satchel Christ, look at him sitting there like the computer's his worshipping flock. I push him out of a space ship if I could. His big teeth and horse's ears. I tell Dennis 'bottom-monger' Klimp needs a kicking bigger than a chain of rest I'll burn his nipples off if he says one more thing. Simon. I swear I will

Kurt Saleen
Art Editor, Cosmic Thrust Magazine.
Blazing on the Roundabout.

Know the horror of finding the object of your diatribe standing right behind you? Emails up the ante – you'll only realise you've selected the wrong name *just* as you hit 'send'. If only you hadn't called him a sweating big cockspanner.

■ THE ONLY OPTION LEFT IS: To kill him, his family, his friends... his pets. His cousins.

3 REALISING THE TOILET SEAT'S ALREADY WARM

It's the *image* this smooth, detestable warmth invokes that's so upsetting. Someone else. Here. *Squeezing*. A nice smooth ladybottom, perhaps? No. It was a big pair of misshapen hairy mancheeks and you know it. There's probably one of his pubes on your leg, tangled up.

■ THE ONLY OPTION LEFT IS: To let the heat mingle with your own, then die.

4 ABSENTMINDEDLY CALLING TEACHER 'DAD'

1. Everybody must go to school and learn, apart from footballers and their wives. 2. Everybody has at least one guardian. So maybe one day, while you're trying to get a teacher's attention, you forget where you are and instead of calling out 'Sir' or 'Miss' you say 'Dad' or 'Mum'. Humiliation. Do you long for death? Pray for it, baby.

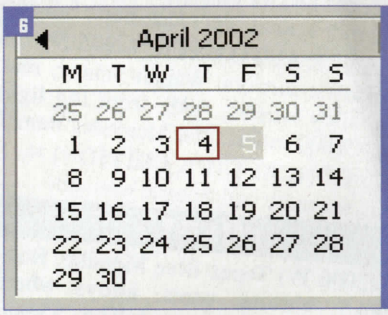
■ THE ONLY OPTION LEFT IS: To evaporate.

5 FARTING AND FOLLOWING THROUGH

This is worse in public. It's ten times worse if you're making eye contact at the time. There's no way of hiding the fear, the surprise, the limitless horror... Will clever subterfuge rid you of your pants? Or are you wearing light colours today? You are no longer a man, but an anecdote.

■ THE ONLY OPTION LEFT IS: To force everyone else to shit themselves too.

6 THINKING IT'S THURSDAY ALL DAY. BUT IT'S WEDNESDAY


April 2002

M	T	W	T	F	S	S
25	26	27	28	29	30	31
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Jesus, how depressing. You think it's almost done – Friday tomorrow, alcohol! It *feels* Thursday. But no. It's still the midweek wasteland of Wednesday. Happens all the time. How come it's never Saturday when you think it's Sunday?

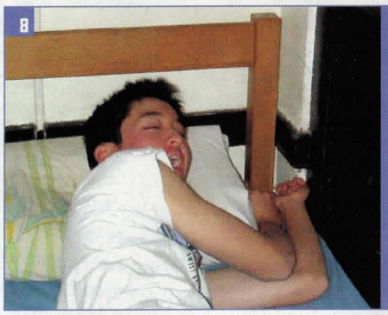
■ THE ONLY OPTION LEFT IS: To invent an extra weekend day – Saunday.

7 CATCHING A BROWN FOOTBALL IN THE PARK

It could be worse – you could've headed it. But it's amazing the payload those hexagonal creases can hold, though not *quite* as amazing as the mass a single whippet can crimp off. That green grass is a slippery minefield – and you're only inches away from horror.

■ THE ONLY OPTION LEFT IS: To wirewool-scrub your hands until the water runs red.

8 WAKING UP WITH A DEAD HAND AND THINKING IT'S SOMEONE ELSE'S



Bad enough the grotesque feeling of your alien, lifeless arm. Bad enough the excruciating reconnection as the blood pours back. But it's dark, there's pain, you fumble... WHOSE FINGERS ARE THOSE?! JESUS SUCK CHRIST FINGERS! Oh no, wait.

■ THE ONLY OPTION LEFT IS: To brandish your meaningless limb at traffic.

9 THE LAST DROP SOAKING DOWN YOUR TROUSER LEG

Men, gather round. *Oh* how we suffer. No matter how carefully you empty the clip, chances are there's still one piss-bullet left in the barrel. Holster your gun and off it goes, shooting down your leg, streaking your trousers like Grandpa's. It's amazing how far 1cc will go. Super bad.

■ THE ONLY OPTION LEFT IS: To wear special pants with gutters in them.

10 SLAMMING A DOOR YOU DON'T HAVE KEYS FOR

It's amazing how quick reactions can be. Just 0.1 secs after the lock drops into its socket, your hind brain can transmit to your conscious mind – this time in just 0.0002 of a second – that your f*****g house keys are still on the f*****g table, and that you're a solid gold gimpchild.

■ THE ONLY OPTION LEFT IS: To buy another house somewhere else.